

# GAMES

## What a Doggone Paradox!

Can you find  
six structural  
impossibilities in  
this doghouse?  
And can you  
figure out how  
it was created?

Answers, page 76





Warning: The Surgeon General Has Determined  
That Cigarette Smoking Is Dangerous to Your Health.

7 mg. "tar", 0.5 mg. nicotine av. per cigarette by FTC method.



You never had it this fresh!

# BRIGHT

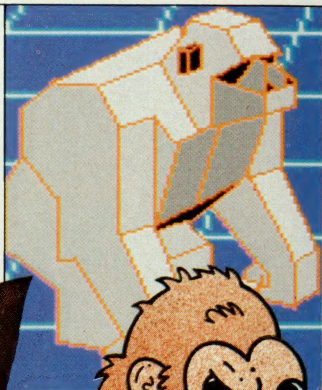


**The taste that  
outshines menthol—  
and leaves you with a  
clean, fresh taste.**





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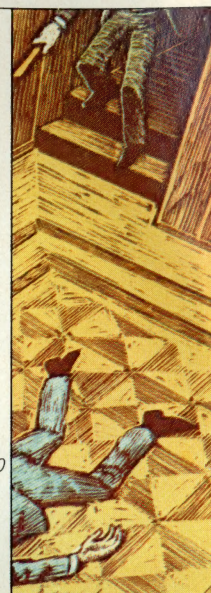


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## CONTEST

- 16 Cross Anagrams** Weave Words for Fun and Prizes

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**Difficulty Rating** Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk! ★★★ Mixed Bag ★☆

**Cover Construction and Photograph** Walter Wick



# THERE'S \$1000 HIDDEN IN THIS AD.

Tell us how many tridents are hidden in this ad and how many are on the back of the Fathom™ video game package, and you might win \$1000.

And if you think that's tough, wait'll you try to find the hidden tridents in our game.



For Atari® 2600™ Soon for ColecoVision™, Intellivision®,  
Atari® 5200™, Atari Computers, and TI-99/4A.

You'll have to search the seas as a porpoise without getting eaten by octopuses. You'll have to change into a seagull and fly over volcanic isles without getting bumped by blackbirds.

But if you don't find the trident, you can't free the mermaid. Or win the \$1000.

So, happy hunting.

Send your entries along with your name, address, and phone number to: "Fathom Finders," P.O. Box 31001, Los Gatos, CA 95030.

**FATHOM  
BY IMAGIC.**



All entries must be postmarked by January 31, 1984. Drawing will be held on February 28, 1984. Winner will be notified no later than March 15, 1984. Imagic will not be responsible for lost, late, or misdirected mail. All entries which are complete and have the correct answers are eligible. Winner will be determined by a random drawing from all eligible entries. The odds of winning will depend on the number of eligible entries received. Any and all taxes are the sole responsibility of the winner. No purchase necessary. Contest void wherever restricted or prohibited by law. Employees, distributors and advertising agencies of Imagic and their families are not eligible for entry.



# YOUR MOVE

Edited by Burt Hochberg

## The Right State ★

Each of the seven states listed below shares an overland border with another state on the east (or right, on a map). When you have filled in the blanks with the "right" states, their initials, reading from top to bottom, will spell out the capital of a state that shares no such border with any state. No fair using an atlas.

Texas \_\_\_\_\_  
Mississippi \_\_\_\_\_  
Arizona \_\_\_\_\_  
Georgia \_\_\_\_\_  
Illinois \_\_\_\_\_  
California \_\_\_\_\_  
Alabama \_\_\_\_\_

Len Elliott  
Auburn, WA  
Answer Drawer, page 70

## Triple Laddergram ★★

Grandmother's attic contains lots of old Mason jars bearing the brand names of BALL, KERR, and DREY. Grandmother likes wordplay as much as she likes preserves, and she's constructed three laddergrams linking each of the brand names with the word JARS. She challenges us to match her feat.

Change one letter at a time and use only uncapitalized English words. Grandmother's best effort so far is four, five, and six steps to JARS, but she's not telling which number of steps goes with which word.

A word of warning: One of the laddergrams contains a few not-so-common words. (Grandmother also keeps a big dictionary in her attic.)

David Perry  
Omro, WI  
Answer Drawer, page 70

## Four Times Nine ★★★

Using only four 9s and standard arithmetic operations, it is possible to produce each of the numbers from 1 through 20. For example:

$$1 = (9 + 9) \div (9 + 9)$$

$$2 = (9 + \sqrt{9}) \div (9 - \sqrt{9})$$

Can you do the others?

Kevin Hinks  
Plymouth, MI  
Answer Drawer, page 70

## Much Ado ★★

Recently, retired British scholar Leslie Parke-Shaw received the following letter from an old friend who lives in the tiny hamlet of Margana, Illinois.

Dear Leslie,

Every September, the six members of our Shakespeare club raise money for charity by staging one of the bard's classics.

This year, the six members cannot agree on what play to produce. If they can't reach an agreement, the club may fold. You must help!

The members refuse to tell any outsiders which plays they have chosen. This is why I am sending you a list of the members, with a thumbnail sketch of each.

I am hoping that, with your love of word games, you will be able to deduce the play that each member chose, and select the one perfect play for the group to perform.

Sincerely,  
Beth Macbeth

Here is the list that Beth sent:

MISS GERTRUDE M. MANDIHAM—

the club secretary. A dreamy spinster type, she recently caused an uproar by calling the president a "donkey's head."

EDIE JOAN LUMORT—the young mother of a boy and a girl. She enjoys reading romantic novels and having a good cry. She joined the club six months ago.

HESTER CODMOORE FRY—the very witty president. She is always editing the errors in Miss Mandiham's minutes.

THERESA WINLETT—the club's most recent member. A cold-blooded type who enjoys skiing, skating, and sledding.

ALIUS J. CRAUSE—the vice-president, who resided for many years in Rome. Gossip has it that he wants to depose Hester.

LOUIS KAITEY—the somewhat acquiescent treasurer. He usually goes along with the majority.

Mr. Parke-Shaw solved his friend's problem fairly easily. Can you do the same?

John O'Hara  
Lansdale, PA  
Answer Drawer, page 70

# GAMES

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**INSERTS:** Franklin Mint between pages 8-9.  
Scientific American between pages 68-69.



**"...COME IN, MOONSWEEPER...ARE YOU THERE?...COME IN.**

"...Star Command to all video game players... we have confirmed reports that U.S.S. Moonsweeper was attacked by an alien transport... Moonsweeper last sighted clearing aurora flares on way to rescue Malanium miners on Lunar Alpha Red... she lowered shields, located Alpha Red, and began final approach... we do not know if Moonsweeper was forced into a mining tower



...or was shot down heading for acceleration rings... we do know several enemy destroyers were shot down before communications went dead... proceed to nearest video store and attempt to make contact with Moonsweeper... situation critical... repeat... situation critical... over..."

**MOONSWEEPER™  
BY IMAGIC**



For Atari® 2600™ Soon for Atari® 5200™, Intellivision®, ColecoVision™, VIC-20™, Atari® Computers and TI-99/4A.





# LETTERS

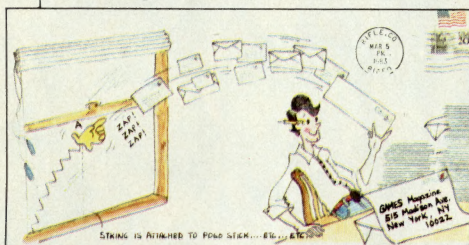
## Animal Crackers

Believe it or not, I've found a pet service zanier than any in your "Petpourri" Call Our Bluff (August, page 48). In the summer issue of *Psychic Guide*, a strange journal published in Providence, R.I., there's a new feature called "Pet Reading." According to columnist Lori King, pets often reveal their darkest secrets to the psychic. Some poodles, for instance, express outrage at not being invited to eat at the dinner table; one pedigreed pup told King he'd like a vacation because his master was driving him crazy!

King says she "read" animals long before people and found them to be loyal and honest. If only they could turn tables and "read" us. . . .

Martha Fischer  
Boulder, CO

## Envelope of the Month



Kathy Hector  
Rifle, CO

## Golden Tidbits

The Answer Drawer for your AUGUST Events cover contains a jeJUNE mistake: The discovery of gold was indeed made near Dawson City, but the town is in the Yukon, not Alaska. For your amusement, here are a few trivia nuggets about the Gold Rush.

1. What were the names of George Carmack's two Indian brothers-in-law, who were with him at the discovery?
2. Besides Rabbit Creek, what was the other nearby stream where large deposits of gold were found?
3. Who tipped off Carmack about the discovery site?

Ron Collings  
St. Catherine's, Ontario  
Answer Drawer, page 66

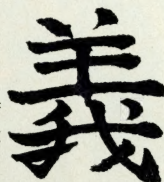
## Helping Hand

We thought your readers would like to know that Mario Mariotti's books *Animani* and *Umani*, collections of the artist's whimsical hand paintings (July, Gamebits, page 9), are available from Green Tiger Press. The books are known by their British titles, *Hanimals* and *Humands*, and may be ordered by sending \$9.95 for each, postpaid, to Box 3000, La Jolla, CA 92038.

Harold Darling, Editor  
Green Tiger Press

## Symbolism

Your Chinese calligraphy puzzle, "The Art of the Brush" (July, page 48) inspired some research of my own. I discovered that the Chinese character for *righteous* is 義 under the symbol for *lamb*. Missionaries used this to communicate the Christian message to the Chinese: that one could be righteous by standing under the lamb of God. It's amazing how these symbols have transcended time and culture.



Curtis D. Fenz  
San Bernadino, CA  
Calligraphy by Walter Hahn

## Diagramless No Longer

Re: Diagramless Crosswords (June, page 46). Where have you been all my life? And what took you so long?

Jackie O'Keefe  
Kennebunk, ME

We'll be offering more of these popular puzzles in upcoming issues—Ed.

# LAUNDRY

If a reader finds a significant error of fact or a mistake that affects the play of a game, and if we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

## Mistakes: August

★ On your cover, you say "Li'l Abner" made its newspaper debut on August 10, but in the Answer Drawer you say it happened on August 20, 1934. Also, the cover says gold was discovered in the Klondike on August 19, but the Answer Drawer says August 16, 1896. What are the correct dates?

Davin Swanson  
Milaca, MN

The Answer Drawer dates are correct—though a number of readers wrote that many sources say gold was discovered in the Klondike on August 17, 1896 (and that day is called "Discovery Day" in Canada). We'll stake our pencils on August 16 for the discovery, August 17 for the day the claim was made. For more on the Gold Rush, see Letters.—Ed.

★ Your answer to question 4 in "Life is Just a Bowl of Trivia" (Gamebits, page 12) contains an error. Henry Blake's wife in *M\*A\*S\*H* was Lorraine, not Louise, although there was one early episode in which he called her "Mildred honey" in a phone conversation.

Kathy Murphy  
Kansas City, MO

## True Confessions

Ever since you printed my Eureka to "An Age Old Question" (May, page 76) I've been besieged by friends and acquaintances asking, "Since when do you have a twin brother?" Even my own mother called to say, "And I thought you were born in October!"

To set the record straight: When I proposed my alternate solution to your Wild Card, which challenged readers to figure out the ages of a mother and her kids, I was posing a hypothetical situation—not being autobiographical, despite my use of the first person singular.

For example, in a math exam I might pose the following to my students: "In three years I will be twice as old as my cat would have been had he not departed this world due to his consumption of eight pairs of old gym socks four years before my mother was twice my age (which is as many years ago as the cat's age when he died), and that, furthermore, both my present age and my mother's present age are primes." Which does not mean any of the above is real.

Still, can you figure out the ages of myself, my mother, and my cat at the time of his death? And how long ago did he die?

Saul Singer  
West Orange, NJ  
Answer Drawer, page 66

. . . and you also misspelled B. J.'s last name—it's Hunnicutt, not Honeycutt!

Doug Botos  
Middletown, OH

We are properly chastened. Lest we again be buried by mail, we promise to atone by running some "M\*A\*S\*H" trivia questions sent in by our Hawkeyed readers. Look for them next issue.—Ed.

Question 12 incorrectly names the Lone Ranger and his grandnephew the Green Hornet: Their surname is Reid, not Reed, and the Hornet's first name is Britt, not Brett. They certainly were heroes of comic book lore, as you stated, but they began their illustrious careers in radio.

Frank L. Hunt  
Greenville, SC

★ "Visual cartwheels," indeed! Your answer diagram to the puzzle "Arabesques" (Beguilers, page 22) is rotated 180°.

Roberta J. Rudolf  
Bradley, IL

★ You've made a *Thunderball* of a mistake in question 3 of "MMMMMM" (Wild Cards, page 62). M wasn't James Bond's supervisor in *His Majesty's Secret Service*—they were both in *Her Majesty's Secret Service*. Long live the Queen!

Melody Fohr  
Phillipsburg, NJ

Your answer to question 7 says the M in A.M. and P.M. stands for "meridiem." In fact, it stands for "meridian."

Kenneth Morgan  
Piscataway, NJ



## EVENTS

*If you plan to attend any of these events, write or call to check entry fees, dates, sites, eligibility, etc. Include a stamped, self-addressed envelope with your request.*

**Ballooning** Some 500 pilots will compete in the 12th Annual Albuquerque International Balloon Fiesta, October 1-9, in Albuquerque, New Mexico. Entertainment for half a million spectators will include precision events, among them a key grab—the pilot who plucks the key from a tall pole gets a 1984 Pontiac. Contact: Balloon Fiesta, 3300 Princeton N.E., Suite 24, Albuquerque, NM 87107, or call (505) 883-0932.

**Computer Graphics** Computer innovations as applied to architecture, fine arts, landscaping, medicine, and manufacturing will be unveiled at the Second Annual Pacific Northwest Computer Graphics Conference, October 24-25, at the University of Oregon. Fee is about \$50 per day. Contact: Computer Conference, 111 Susan Campbell Hall, University of Oregon, Eugene, OR 97403-1204, or call (503) 686-5555.

**Crosswords** The Stamford Marriott Crossword Puzzle Party will be held October 15-16, at the Marriott Hotel, Stamford, Connecticut. The event features crossword contests, word games, and team relays, and will be directed by GAMES Senior Editor Will Shortz. Contact: Crosswords, Stamford Marriott, 2 Stamford Forum, Stamford, CT 06901.

**Map Dash** October 27 is the entry deadline for the 1983 Great Maltese Circumnavigation Trophy Dash (see September Events). Entrants must complete their "trips around the world" with cryptic rules and maps by November 7. Contact: Trophy Dash, Box 53, La Canada, CA 91011.

**Mystery Convention** Devotees of perplexity and dread will gather at the Barbizon Plaza Hotel in New York City for Boucher Con XIV, October 21-23, to hear mystery writers speak about their art. Novelist John D. MacDonald will be the guest of honor. Also planned are old mystery movies, a 1930s style radio play, and a rare book room. Fee is \$30; \$40 at the door (Sunday banquet is an extra \$30). Contact: Otto Penzler, c/o Mysterious Book Shop, 129 W. 56th St., New York, NY 10019, or call (212) 765-0900.

**Scrabble** Enthusiasts can "tile up" at two tournaments this month:

- At Scrabble Fun Weekend, October 7-9, on Cape Cod, players can compete in Regular, Pair, and Variation categories. The grand prize is free entry to the 1984 Greater Boston Open, with hotel expenses paid. Fees range from \$5-20. Contact: Edith Ber- man, 26 Ships Way, Bourne Village, MA 02532, or call (617) 759-4579.
- Contestants at The Fourth Annual Lubbock Scrabble Players Tournament play a total of nine games, October 15-16, in Lubbock, Texas. Experts and novices are welcome. Fee is \$5 (\$6 at the door). Contact: M. L. Thurman, 2627 24th St., Lubbock, TX 79410, or call (806) 744-7702.



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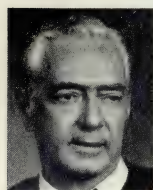


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# GAMEBITS

Edited by Curtis Slepian

## Coming Soon to Your Local Arcade

Minimovies are coming to the arcades, but don't bring popcorn—you'll have your hands full playing this amalgam of video and cinema.

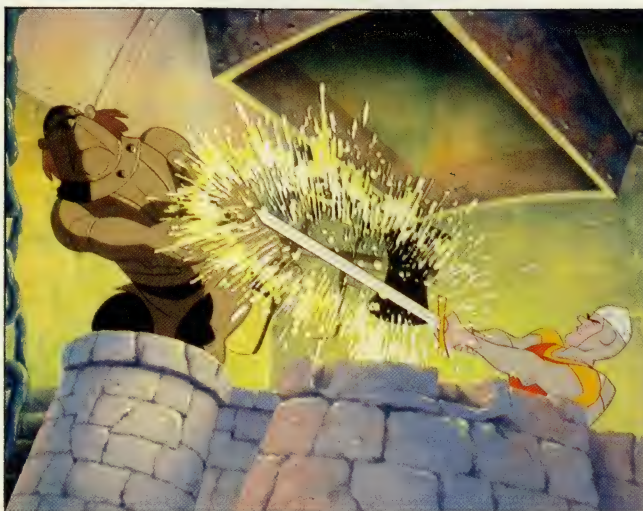
Already, the first of these electronic hybrids, a coin-op game called Astron Belt, produced by Sega/Paramount, has premiered successfully abroad and at the Yellow Brick Road Arcade in San Diego. For 50 cents, players pit their computer-generated craft against filmed images of alien spaceships that are projected onto the screen by laser-disc software in the game's cabinet. The movie footage of these enemy vessels was filmed in Japan specifically for this game.

Owing to a few bugs, Astron Belt won't be released nationwide, but Sega/Paramount is reportedly developing a Grand Prix auto-racing game in which players maneuver cars past specially filmed backgrounds.

Minimovies aren't limited to live action segments—cartoons are in the works, too. Don Bluth Animation Studios is beginning production on laser-disc "participatory" movies that use high-quality classical animation. A former Disney animator and the director of last year's cartoon caper *The Secret of NIMH*, Bluth thinks his cartoons will make the game "seem closer to human experience."

The first minimovie Bluth plans to unveil in the arcades is *Dragon's Lair*. The game's scenario follows Dirk the Daring on his quest to rescue Princess Daphne from the clutches of an evil dragon. Dirk braves room after room (42 in all) filled with perils like huge spiders and a giant chicken foot.

Of course, Dirk can't go anywhere without a player's manning the controls: a joystick that moves Dirk and a button that activates his magic sword. In the first room, for example, a well-timed tug on the joystick allows Dirk to swing on a rope over a burning pit;



*Will Dragon's Lair be a cut above the coin-op competition?*

too slow a reaction causes him to fall in. Fortunately, half the fun is watching the humorous death scenes, which is some compensation for getting only three lives for your 50 cents.

As realistic as the cartoons are, the player's control of the action amounts to two simple choices: commanding

Dirk to fight or flee. Then the laser disc continues the preprogrammed adventure. A time lag in the machine's response plagued the prototype copy, but Bluth plans to correct these flaws in future models. Next year, according to Bluth, Coleco promises to produce a home version of *Dragon's Lair* (it requires both Coleco's home video system and a laser-disc player).

Other movie studios are getting into the minimovie act as well. Both MCA-Universal and Lucasfilm are teaming up with Atari, and

John Dykstra's special effects house, Apogee, is working with Coleco on laser-disc projects. With all the Hollywood glamour and the superior graphics of laser-disc technology, arcades may yet replace movie theaters as the place to take a Saturday night date.

—Les Paul Robley

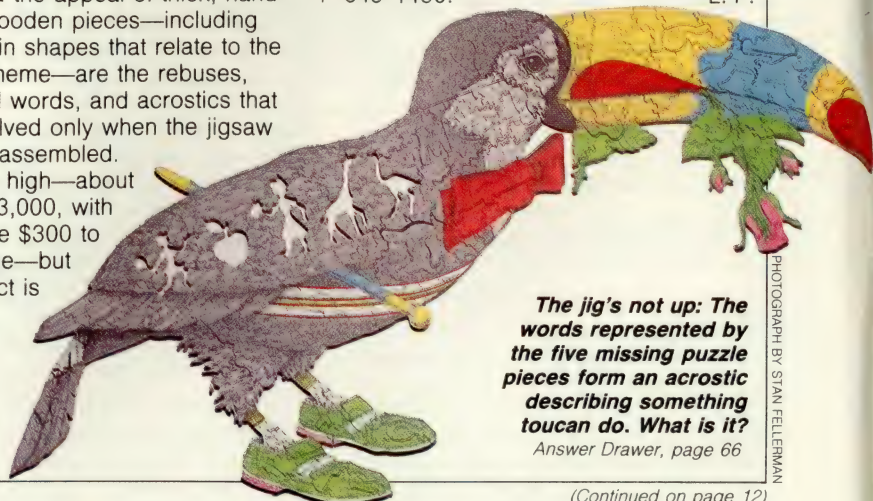
## Fits and Pieces

When is a jigsaw more than a jigsaw? When it's made by Stave Puzzles. The intricate puzzles handcrafted by this Norwich, Vermont, firm incorporate irregular edges; "false" edge pieces and "invisible" corners on rectangular puzzles; and, in many cases, a choice of interlocks of three levels of difficulty. Beyond the appeal of thick, hand-colored wooden pieces—including some cut in shapes that relate to the puzzle's theme—are the rebuses, scrambled words, and acrostics that can be solved only when the jigsaw has been assembled. Prices are high—about \$195 to \$3,000, with most in the \$300 to \$700 range—but the product is unique.

One of the most spectacular constructions is "A Midsummer Night's Dream," a two-layer puzzle (one puzzle on top of another) incorporating specially shaped pieces, including the initials WS and 17 different fairies.

Stave will base a puzzle on almost any poster, print, or photograph, and Steve Richardson and his staff will consider orders for custom-designed puzzles. Contact Stave Puzzles, Main Street, Norwich, VT 05055; (802) 649-1450.

—L. P.



**The jig's not up: The words represented by the five missing puzzle pieces form an acrostic describing something toucan do. What is it?**

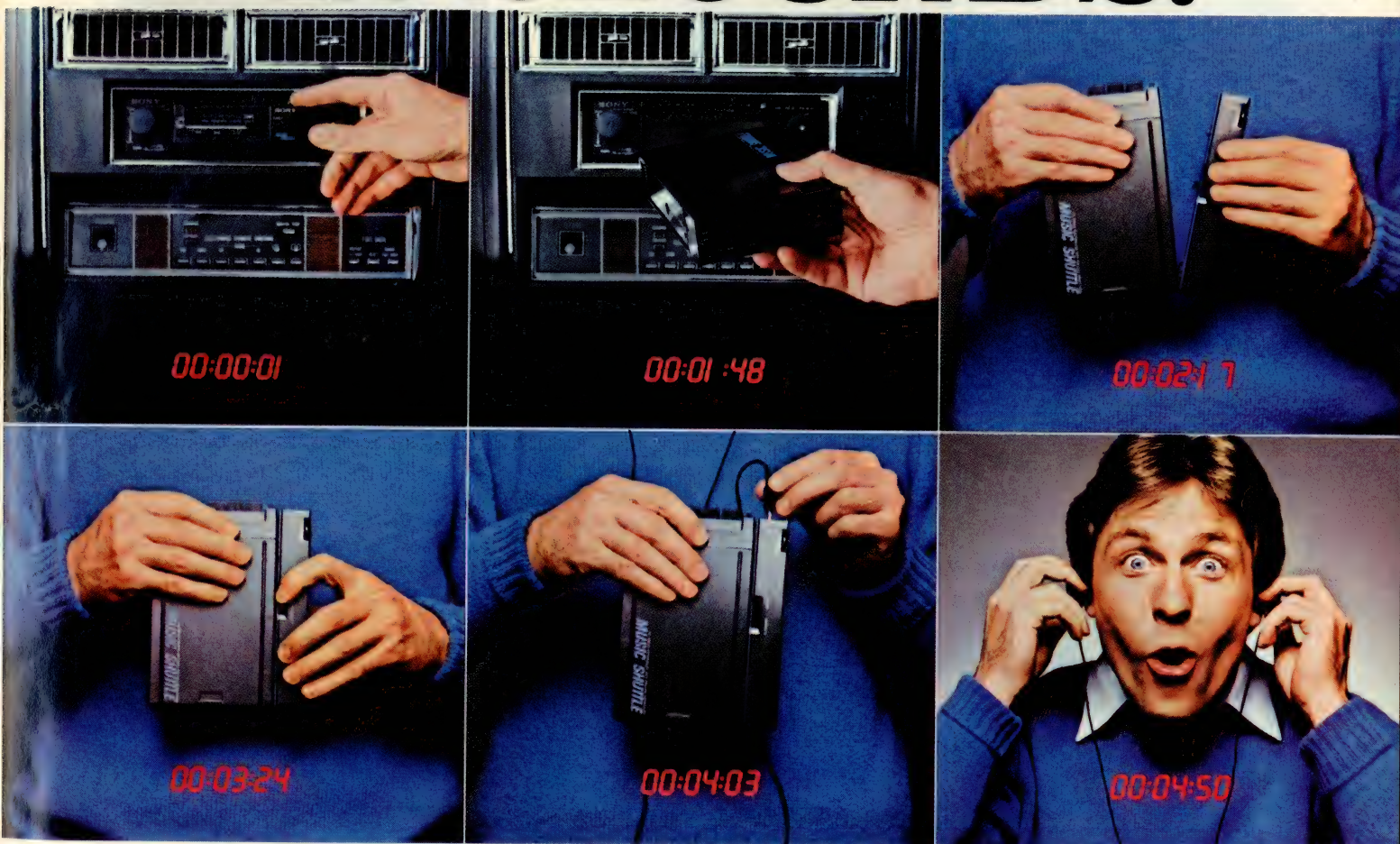
Answer Drawer, page 66

PHOTOGRAPH BY STAN FELLERMAN

(Continued on page 12)



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## The Best of the Worst

"It was the best of wurst, it was the worst of wurst," from the fictitious novel *A Tale of Two Bagels*, surprisingly did *not* win the 1983 Bulwer-Lytton Fiction Contest, which asked entrants to write the worst first sentence of the worst novel imaginable. Good (or bad) as the above submission was, it was only one of thousands of wonderfully wretched openers that poured in. Entrants ranged from a female forest ranger to a retired British bobby to a prolific ghost writer.

"The contest had a very wide appeal for all kinds of people, including people too lazy to write anything else," says organizer Scott Rice, an English professor at San Jose State University. Now in its second year, the event is named in honor of Edward Bulwer-Lytton, a 19th-century English novelist who opened his novel *Paul Clifford* with the immortal "It was a dark and stormy night." This attention-grabber was later adopted by Snoopy as he awaited his literary muse, so it's appropriate that the grand prize in this year's Bulwer-Lytton contest was the original art for that *Peanuts* cartoon.

That dubious honor was won by Gail Cain, of San Francisco, for this great beginning: "The camel died quite suddenly on the second day, and Selena fretted sulkily, buffing her already impeccable nails and—not for the first time since the journey began—pondered snidely if this would dissolve into a vignette of minor inconveniences like all the other holidays spent with Basil."

Here, as a how-not-to for anyone working on the Great American Novel, is a sampler of other winners and "dishonorable mentions."



- "A cowboy should know his horse, but it seemed to the podners at the Triple Q Ranch that Vernon McChew had gotten *too* close."

—Robbi Nester, Newport Beach, CA

- "There are things a good detective can feel in his bones, and Dillon Shane knew Jesimine Kimberly Collinsworth did not drown in her sleep on New Year's Eve."

—F. H. Shaw, St. Petersburg, FL

- "Her full voluptuous mouth sensually lipped an invitation to excitement and passion, while her cold steely piercing eyes unblinkingly turned aside any approach to familiarity or intimacy; or was it the other way around?"

—E. Winson, NJ

- "She flung her feverishly disquieted body onto the cool cambric of the Waldorf-Astoria bed and knew, oh yes, sobbingly knew that her love was

## Baseball, Italian Style

Sure, baseball fans realize that to error is human—but this is *ridicolo*. The imaginative version of our national pastime shown at right adorns the front of a box of Kellogg's Rice Krispies made and sold in Italy. One only wonders what the cereal tastes like. Can you spot the mistakes in the picture? —C. S.

Answer Drawer, page 66





lost, so irrevocably lost that her pearly teeth absent-heartedly, in a sense, began gnawing the silky pillow her golden dreams had so recently lavishly blossomed on."

—G.E.E. Simon, *Am Meisterstein, Germany*

- "The surface of the strange, forbidden planet was roughly textured and green, like cottage cheese gets way after the date on the lid says it is all right to buy it."

—Scott Davis Jones, *Sausalito, CA*

- "As she fell face down into the black muck of the mud-wrestling pit, her sweaty, 300-pound opponent muttering soft curses in Latin on top of her, Sister Marie thought, 'There is no doubt about it, the Pope has betrayed me!'"

—Richard J. Savastio, *Media, PA*

- "It came to him in a rush as he took the Langley exit that if Aldrich had told Filipov about Hancock only Tulfengian could have known that the photograph which Wagner had shown to Maximov on the jolting S-bahn was not the photograph of Kessler that Bradford had found at the dark, sinister house in the Schillerstrasse the day that Straub told Percival that the man on the bridge had not been Aksakov but Paustovsky, which meant that it was not Kleist but Kruger that Cherenky had met in the bleak, wintry Grunewald and that, therefore, only Frau Epp could have known that Muller had followed Droyesen to the steamy, aromatic café in the Beethovenstrasse where he told Buerger that Todorov had known since the Liebermann affair that McIntyre had not, in fact, met Stoltz at the Gortietzer Bahnhof but instead had met Sommer at the cavernous Anhalter Bahnhof."

—Richard Winkler, *Brighton, England*

- "Milliard Fillymissolimp (otherwise known as Joe) stepped into the room where his great-grandfather, Col. Douglas Moran of the 14th Idaho Light Cavalry-Dragoons, was assassinated on April 2, 1852, by an enraged sergeant-major of drummers who was aiming for someone else entirely but was apparently a very lousy shot, and asked for a glass of wine, which was bottled in the wonderful Bordeaux region of France where the sky is deep blue and the hills are vibrant green and the sea isn't there and the people are often drunk, but he was quickly refused."

—Victor Woodell, *Cleveland, OH*

And if you think it's hard just reading the stuff, imagine what it was like to judge it. "It was," Rice reports happily, "a literary *Gong Show*."

—Nicole Gregory



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- Where are the islets of Langerhans located?<sup>1</sup>
- What is a papal bull?<sup>2</sup>
- What is the origin of pachisi?<sup>3</sup>
- Who wrote "The Charge of the Light Brigade"?<sup>4</sup>
- Explain the neo-Platonist ramifications of Heisenberg's Uncertainty Principle.<sup>5</sup>
- What is a four-letter word meaning "imposture"?<sup>6</sup>

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- ANSWERS
1. The islets of Langerhans are found off the coast of southern England, 25 miles west of the Isle of Wight.
  2. A papal bull, 25 miles west of the Isle of Wight.
  3. Pachisi is an ancient Indian strategic board game created by goatherds in the East Bengal region. The game first utilized pieces carved from a goat's cheese, Jabadpur, which were eaten by the winner.
  4. Mikalime, Lord Tennyson.
  5. Sorry, you must have dialed the wrong number.
  6. Fake.





# Haunting Ground

### Dem Bones

by J. F. Peirce

★

During a dig in Chichén Itzá, a group of archaeologists uncovered five skeletons—three males and two females. All were of different heights and each was different in overall thickness of bone.

To identify them, the archaeologists named them Bob, Oscar, Norman, Eleanor, and Sarah.

From the following clues and information already given, name the skeletons from tallest to shortest.

1. The tallest male had the thinnest bones, and the middle-size male had the thickest bones.
2. Unlike Eleanor, Sarah was tall—taller even than one of the males.
3. Norman was not the middle-size male.
4. Bob had neither the thinnest nor the thickest bones.

### A Helluva Problem

by J. F. Peirce

★★

Though it's not generally known, there was a two-day period during February of 1983 when no one went to Hell—the result of a computer foul-up.

It seems Satan had computerized the underworld to keep track of its inhabitants, whose numbers have been increasing dramatically in recent years. To supervise this operation, he appointed as programmers five members of his Inner Circle: the Marquis de Sade, the Baron de Masoch, Marie Antoinette, Lucretia Borgia, and Machiavelli.

When the computers began producing printouts that made the world's worst sinners look like saints, Satan called his five programmers together.

"One of you has betrayed me," he said, "and as punishment will spend the rest of eternity in the Lowest Circle of Hell. Which of you is guilty of programming the computers so that if *my* resumé were fed in, even I would appear to be in the Wrong Place?"

No one answered.

"Very well then, I'll find out myself. I'll ask each of you three questions. And knowing it's not in your natures to tell the truth *every* time, I'll permit you each one lie. But two of the questions must be answered truthfully.

"Question one: Are you guilty of misprogramming the computer? Two: Who is the guilty one? And three: Do any of you belong in Hell?"

"I didn't do it," the baron said. "It was the marquis. He's so wicked. And yes, at least one of us certainly deserves to be here."

"I deny doing it!" the marquis said. "It was the baron. He wanted to be caught and punished. And yes, one of us, at least, deserves Hell."

"Well, I certainly didn't do it," Lucretia Borgia said. "It's not my style. The scheme was positively Machiavellian. And yes, at least one of us deserves Hell." She smiled sweetly at Marie.

"Lucretia's just being poisonous, as usual," Machiavelli said. "I didn't do it, and I'm sure it was Lucretia. At least one of us deserves to be here."

"Machiavelli has kept his head. I think that's so important," Marie Antoinette said. "I didn't do it but I know who did. And yes, I know at least one person who really deserves to be your honored guest." She stared daggers at Lucretia.

Satan didn't pause before pointing his forked tail at the guilty person. To whom did he point, and why?

### The Haunted Mansion

by J. Mark Thompson

★★★

They say that the old mansion on the hill is haunted, and that if you go there on Halloween, a spirit will lead you to a secret room that contains three chests: one of bronze, one of silver, and one of gold.

In one of the chests is an evil wraith that will skin you alive and boil you in oil. The other contains a djinni that will do it the other way around. In the third chest is a treasure beyond anyone's imagining.

Each of the chests is opened by its own spell, and each spell is a different rearrangement of the magic words JARL, KLEPH, MLOR, and NYORD, though none of the three spells works in that particular alphabetical order. In addition, none of the spells has JARL in the first position, KLEPH in the second, MLOR third, or NYORD last. Nor do any two spells use the same word in the same position.

There is an inscription on each of the chests:

**Bronze** NYORD is the first word of green Bronze's spell.

KLEPH is my last. I keep the tsar's jewels.

But Gold holds a wraith out of deepest Hell.

And Silver a djinni—the payment of fools.

**Silver** MLOR starts the spell to discover my worth.

JARL second. I hide precious gems of the East.

But say not "KLEPH-NYORD," O thou mortal of Earth,

For by such beginnings the wraith is released.

**Gold** KLEPH the last word that will unbind my lid.

JARL is my second. And that spell uses NYORD

As its third that would show where the wraith has been hid.

But I contain riches from Solomon's hoard.

Let the seeker beware! For only the inscription on the chest that contains the treasure is true. The inscriptions on the other two chests contain only false statements.

Which of the chests contains the treasure, which the wraith, and which the djinni, and what are their respective spells?

Answer Drawer, page 68



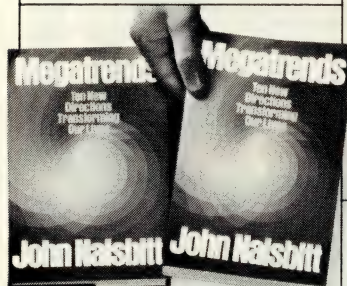
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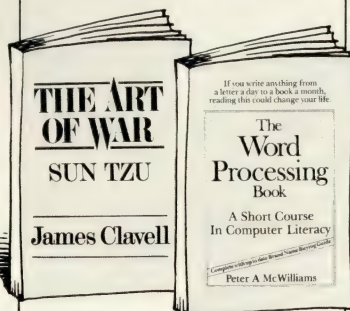
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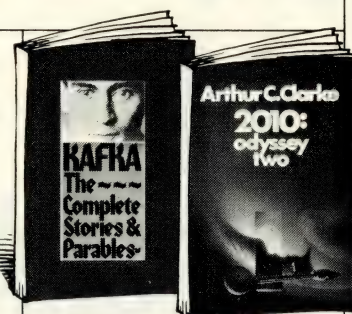
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## GAMES CONTEST ★★

# CROSS ANAGRAMS

Arrange 25 different letters in a grid, creating as many five-letter anagrams in as many rows, columns, and diagonals as possible.

In some past contests, such as Mini-Cross (July) and Perfect 10 (July/August 1982), we've asked you to interlock words in crossword form. This time we're going one step further by asking you to weave anagrams together.

To begin, place 25 *different* letters of the alphabet in a 5 x 5 grid, one letter per box. (Since no letter may be repeated, there will be one letter of the alphabet that you don't use; it may be any one you wish.) Next, rearrange the five letters within each row, column, and long (corner-to-corner) diagonal to form as many different five-letter words as possible.

**Example** If your grid were the one shown above right, you could form the word SHIRK from the bottom row, OUGHT and TOUGH from the second column, FLANK from the third column, and the words ABETS, BASTE, BATES, BEAST, BEATS, BETAS, and TABES from the upper-right-to-lower-left diagonal. (Note that BEATS doesn't have to be rearranged, but counts anyway.)

**Acceptable words** To be valid, all five-letter words formed from your grid must be recognized by *Webster's Third New International Dictionary (Unabridged)*, where the word must either be listed in boldface or be an inflected form of a boldface entry. Comparative and superlative forms of adjectives are acceptable only if specified after the boldface entry; but noun plurals and verb forms are acceptable if merely implied by the

inflectional pattern of related words. Words listed with accent marks or apostrophes may be used if otherwise acceptable. A word is unacceptable if it: (1) is composed of two or more component parts separated by a space; (2) contains a hyphen or period; (3) is designated only as capitalized or usually capitalized; (4) is listed only as an abbreviation or symbol; or (5) appears only in the Addenda.

**Scoring** To determine your score, first count the number of different five-letter words that can be formed from the rows, columns, and long diagonals of your grid as previously described. Second, count the number of different rows, columns, and long diagonals used to form *at least one* of your words. Finally, multiply the results of these two counts to find your score. In the exam-

ple, 11 different words were formed from a total of four different lines (one row, two columns, and one diagonal); thus the example scores  $11 \times 4 = 44$  points.

**Winning** The entry with the highest score wins. Ties, if any, will be broken by random draw.

**How to enter** On a sheet of paper or a postcard, show your completed grid, your list of words, your total score, and your name and address. If you mail your entry in an envelope, you must also write your score on the back of the envelope. You may enter more than once, but each entry must be mailed separately.

—Joshua B. Parker

**Mail your entry to: Cross Anagrams, GAMES Magazine, 515 Madison Ave., New York, NY 10022. Entries must be received by November 1, 1983.**





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you've been dreaming of eyes the refreshing peppermint flavor on the rocks.

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**Discover  
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Satisfaction.**



VICEROY Rich Lights Kings, 9 mg. "tar", 0.7 mg. nicotine;  
VICEROY Kings, 15 mg. "tar", 0.9 mg. nicotine av. per  
cigarette, FTC Report Mar. '83.

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In full view of several guests, a man walks into his study and locks the door behind him. A few moments later a scream is heard from inside the room. The guests rush to the door, struggle with the lock, and shout to be let in. Finally they smash the door open, only to discover that their host has been murdered.

His body lies slumped across the desk, a dagger in his back. The door and windows are locked from the inside. A fire is roaring in the fireplace, ruling out the chimney as entrance or exit. Close examination reveals that the walls, floor, and ceiling are absolutely solid: no secret passages or openings, not even a crack large enough to admit a single thread. It's clearly impossible for anyone to have entered the room to commit the murder or to have left it afterward. It's equally clear that this is precisely what has happened.

This situation appears in detective fiction so often and in so many different permutations that the entire literary sub-genre has a name of its own: The Locked Room Mystery.

Good detective stories—the locked room type especially—are not so much written as constructed piece by piece, like a crossword puzzle. Each story is a duel, a battle of wits, in which the author challenges his reader using a strictly defined set of rules and a small variety of puzzle pieces: murderer, murder device, method, clues, suspects, and motives. The locked room mystery has the added complication, however, that the victim is alone in what appears to be a hermetically sealed chamber, so the reader must go beyond standard solving to explain how the seemingly impossible came to pass.

To solve a locked room mystery before the writer's detective explains the *modus operandi*, it helps to know that there are surprisingly many ways to dispose of a person who is presumably invulnerable.

The most common method relies on a misleading time sequence. The murderer commits his deed and leaves the room, letting the door lock automatically behind him—having first devised a way of making it seem his victim is still alive. For instance, the victim's voice can be heard behind the closed door, establishing his living presence; only later is the voice discovered to have been a recording. Or

# THE LOCKED ROOM MYSTERY HOWDUNIT

BY OTTO PENZLER

the victim can be made to seem dead while he is still alive (if unconscious). When the door is broken down, the murderer approaches the victim, proclaims him dead, and only then injects him with poison or otherwise does him in. Thus, the murderer's alibi for the *supposed* time of death is impeccable.

A murder can be committed in a locked room even without the murderer present. A genuine accident or a series of coincidences can make a natural death seem to be murder; a suicide can be engineered to throw suspicion of murder on someone in particular; a suicide can be prompted by outside manipulation, such as hypnosis or a gas that drives the victim insane; or a murder can be committed by using some undetected creature like a snake or a spider. A somewhat less credible variation on the theme is to have the victim unknowingly receive a mortal wound (say, from a poisoned needle), and then walk into another room, lock the door, and die.

The room itself can be tampered with so that it only appears to be hermetically sealed. Secret passages and sliding panels have long white whiskers, but ingenious variations on this theme still arise. An inside key turned from the outside is also an old favorite. Pliers, wire, and string work equally well on bolts, clasps, latches, and window locks. In another variant, the murderer can lock the door from the outside when he leaves the room after the murder, and later, after pretending to try the door and then breaking it down—usually with witnesses present—he can throw the latch on the inside, giving the impression that the door was locked from the inside all the time.

A wily murderer can remove a window pane, reach through the opening to unlock the window, then reverse the procedure on the way out. For a murderer with special abilities, a bit of acrobatics might do the job—walking a tightrope, scaling a steep wall, or leaping over great distances.

A trick that falls into none of the main groups is having the murderer hide behind the door or a piece of furniture during the confused rush into the room and then pretend to have entered with the others. Trite, but surprisingly effective.

All these methods sound obvious when spelled out but are confounding when handled adroitly in misleading plots. By way of analogy, watching a magician pull a live dove from his sleeve is baffling, but explaining the trick can make it seem implausibly simplistic.

It is in this spirit that locked room mysteries must be approached. Disbelief must be suspended; only then can one take on the puzzle and attempt to match intellect and gamesmanship with the author—always bearing in mind what Sherlock Holmes said in *The Sign of the Four*: "When you have eliminated the impossible, whatever is left, however improbable, must be the truth."

So suspend your disbelief as you read the Walter B. Gibson story on the next page. If halfway through you think you know how it will all turn out, be prepared for a surprise. And when you're done, you'll find a list of other locked room mysteries on page 66.

The Scene of the "Impossible" Crime







THE

# GREEN GHOUL

A LOCKED ROOM MYSTERY

BY WALTER B. GIBSON

Gorwin Park was a huge acreage of unspoiled woodland interlaced by a network of bridle paths and shady lanes that served a colony of exclusive residences. All joy faded from this wealthy realm, however, when the "Green Ghoul" began appearing.

He was a hunched figure wearing a mottled green cape and hood, who merged with the surrounding foliage as soon as anyone spotted him. At first, everyone treated the apparition lightly, but when residents began seeing eyes peering through the windows of their homes, they decided that the joke, if that's what it was, had gone too far.

But catching the elusive Ghoul proved difficult. Since the incursions invariably occurred at dusk, homeowners who ran out to track him quickly lost the camouflaged figure in the dark. Worse, many began to find, when they returned to their homes, that some of their prized possessions had been stolen. This meant that the Green Ghoul knew the territory well enough not only to elude his pursuers but also to double back on his own trail to burglarize them.

To counteract this more serious turn of events, Neal Stowbridge, a large landowner in Gorwin Park, formed a committee of property owners and offered to safeguard his neighbors' valuables in his strongroom at Stowbridge Lodge. This would eliminate, for the interim anyway, the prowler's profit motive. Stowbridge also hired a private detective, Bud Harroway, to work with the local sheriff in tracking down the masquerader.

One afternoon in October, a full committee meeting was held at Stowbridge Lodge. Stowbridge, a slender, nervous man of 40, welcomed Bud Harroway on behalf of the group.

"I've just learned that our neighbor Nigel Barstow will be back tonight, sooner than expected," Stowbridge said. "As you know, he's been on

an African safari since shortly after this Ghoul business started. Now Nigel can help Bud Harroway. He's done some serious amateur sleuthing and should have no trouble bagging our prowler.

"Now gentlemen," he continued, "I would like to show you my strongroom and burglar-proof vault. If any of you has brought valuables for storage today, please bring them along."

Turning to the rear corner of the living room, Stowbridge opened the combination lock on a wood-faced steel door and led his guests down a few steps to a large, paneled study. A huge vault loomed to the right. Stowbridge pointed out that the parquet floor on which they were standing covered a cement base, installed to support the vault's weight. The only other furniture was a desk, a chair, and a filing cabinet, for this room doubled as Stowbridge's office.

Stowbridge worked the combination and swung open the vault door to reveal the labeled boxes containing his neighbors' possessions. He asked those who had brought valuables to make itemized lists and put their things on the floor of the vault. He promised that everyone would receive an updated list of his belongings before the meeting was over.

He then shut the vault and waved proudly at the oak-paneled walls. "Solid as the tree itself," he boasted. "All specially grooved to interlock. Check out the room, Mr. Harroway."

Harroway slid his fingers across the panels and knocked on the wood. He checked the bracket lamps that were placed at intervals around the walls and even examined the electric outlets. Everything was as solid as Stowbridge claimed.

Stowbridge then led everyone outdoors to show them the exterior wall of the strongroom. It was made up of closely fitted lengths of heavy siding that ran horizontally across the wall. The siding was reinforced by vertical strips of stainless steel, one at each corner and three others equally spaced between them, as well as strips along the top and bottom. They formed a metal framework to prevent the wooden siding from warping.

Impressed, the group returned to the living room, where a buffet had been laid out by Stowbridge's butler, Dudley.

*"He was a hunched figure in mottled green cape."*







Just as they finished eating, a telephone call came for Stowbridge. "It's Nigel Barstow calling from the airport," he told his guests. "We'll be glad to see you, Nigel. We've had a lot of trouble since you left." Stowbridge explained about the robberies and told Barstow that all neighborhood valuables were, as of that day, in his vault. "With the exception of yours, of course. Bring along anything you want me to store for you. You'll be here in an hour or so? Good."

Stowbridge hung up and turned to his guests. "I'll return now to the strongroom to revise the master list and finish processing today's items. Excuse me," he said. "Please forgive me."

He worked the combination and went down the steps, clanging the steel door behind him. The guests began mixing after-dinner drinks—with the exception of Bud Harroway, who stepped over to the strongroom door and stood there stolidly listening. Gradually the others became quiet, realizing that Harroway must have sensed something strange in Stowbridge's attitude.

As they stood listening, a muffled gunshot sounded from within the strongroom. The group panicked, everyone milling around and calling for everything from a sledgehammer to dynamite to break down the door, but hysterical measures were obviated by old Dudley, who made his way through the group waving a sealed envelope.

"Mr. Neal gave me this," he said. "He told me to have it ready in case something ever happened."

Bud Harroway took the envelope from Dudley, opened it, and spun the numbers as he read them. When the door swung open, he sprang down the steps—and stopped short. In front of the vault lay Neal Stowbridge, his right hand clutching a revolver, still pointed at his right temple, which displayed a gaping death wound. The vault door was wide open, as were the metal boxes within—and every box was empty. All that remained were the few items that had been put there that afternoon, lying in disarray on a bundle of cloth. Harroway pulled the cloth out: It was a mottled green cape and hood.

The sheriff was summoned, and after

***"When you have  
eliminated the  
impossible, whatever  
is left, however  
improbable, must  
be the truth."***

***—Sherlock Holmes,  
"The Sign of the Four"***

inspecting the scene and conferring with Harroway, he presented the stunned group with three theories. One, the Green Ghoul had surprised Stowbridge, forced him to deliver the contents of the boxes, and then shot him and planted the gun and costume to incriminate him and make it look like suicide. Two, when Stowbridge opened the vault, he found it looted, and, unable to face his neighbors, shot himself rather than try to explain the robbery. Or, three, Stowbridge himself was the Ghoul; he had already disposed of the valuables, but now, realizing he couldn't get away with it, had shot himself.

The first two theories were promptly rejected, because they meant that someone else must have entered and left a room to which Stowbridge alone had access. Dudley, who had been eating his supper in the kitchen with the cook and was therefore not a suspect, further supported the suicide theory by identifying the death gun as Stowbridge's.

Thus, when Nigel Barstow arrived, carrying a suitcase filled with his own valuables, the sheriff was developing his theory of a one-man operation with Stowbridge the culprit.

"All Stowbridge had to do," said the sheriff, "was to pull off enough small burglaries to scare you fellows into storing your stuff in his vault. Then he could dispose of it bit by bit. He was probably planning to make off with the last valuables and be gone by the time Barstow got back. But Barstow returned sooner than expected. It was too late for Stowbridge to retreat, so he killed himself rather than face all of you. That

green outfit wasn't planted to frame him, it was Stowbridge's confession."

The sheriff's explanation seemed reasonable—the more so when the group of men who had unwisely trusted Stowbridge remembered his last words to them: "Excuse me. Please forgive me."

"Asked for forgiveness, did he?" Barstow said. "Well, given the evidence, I think the sheriff has come up with the only plausible theory."

"However," a committee member said, "we can't be dead sure. I think we would all like to have positive proof that Stowbridge was the Green Ghoul and maybe try to trace where he fenced the goods. I think we should retain Harroway as our investigator. He could report to Barstow, who not only is a trained hunter, but also can look at everything with a fresh eye."

Arrangements were made for Harroway to stay at Stowbridge Lodge. Although he dutifully checked police reports, news clippings, and maps that traced the meanderings of the Green Ghoul, he found himself increasingly concerned with the study that Stowbridge had so proudly made impermeable.

Meanwhile, Barstow, though in daily touch with Harroway, was preparing for another safari. On the day of his departure he paid a visit to Stowbridge Lodge to get Harroway's latest report.

Harroway ushered him down to the strongroom and closed the steel door. "The sheriff was right about Stowbridge's being the Green Ghoul," Harroway said, "although I wasn't sure until I recently found these in a secret compartment in his desk."

Harroway picked up a handful of brass screws, some about an inch and a half long, others nearly five inches long. With a screwdriver he removed one of the screws from the lamp bracket near the desk. It was a five-inch screw.

"These screws," he said, "go right through to the exterior siding."

Harroway then went to the bracket lamp at the far right corner and again removed one of the screws: It was short. "These short screws stop *within* the interior paneling." He replaced the screw and said, "Now watch."





Harroway gripped the lamp bracket and pushed it straight up. With it came the panel, more than two feet wide, sliding smoothly in its perfectly fitted grooves. As the top slid up into an air-space above the ceiling, it left an opening about two feet square near the floor.

Barstow peered into the gap. "I can see the outer siding," he said, "and there's a hand-hold groove at the left. It looks as if I can slide it to the right."

"Try it," said Harroway.

Barstow dug his fingers into the groove but the slab did not budge.

"Just wait," Harroway said. He removed four long screws from the electrical outlet plate on the wide baseboard and replaced them with short screws. "There were short screws in this plate when I discovered all this. Try it now."

This time, without the long screws holding it in place, the outdoor siding slid easily to the right.

The two men climbed through the gap and stood outside. Here they could see that the piece of siding had simply slid underneath the seemingly solid metal strip at the corner of the house and was now protruding two feet from the edge of the building. Harroway reached into the hole and slid the interior paneling down, then shoved the exterior siding back into place; now both edges were hidden under metal strips. "When Stowbridge wasn't out being the Ghoul," he explained, "he kept all the paneling firmly attached with long screws."

Reversing the procedure, the men climbed back inside, where Harroway continued his report. "I discovered that, in spite of his apparent wealth, Neal Stowbridge was nearly bankrupt. He rigged all this to get money. With this secret exit, he could safely masquerade as the Green Ghoul while apparently in his office. First, he staged a few minor robberies to scare people into

placing their valuables in his care. He planned simply to vanish—with the loot—as soon as he decided he'd collected all he was going to. But then another Green Ghoul cropped up."

"You mean there were two of them?"

"Yes, two," said Harroway. "I began finding so many police reports putting the Ghoul in two places at once that I decided someone had traced Stowbridge, using the same kind of costume to avoid being seen. He probably wanted to blackmail him at first, but later decided to take the valuables for himself."

"Good thinking, Harroway," said Barstow. "So the fake Ghoul traced the real Ghoul here, kept watching, and found the way in and out. Then he opened Stowbridge's vault..." Barstow halted abruptly. "Wait now, how could he do that without the combination?"

Harroway nodded toward Stowbridge's desk. "He rummaged through the drawers and found the combo, just as I did. Stowbridge used the pretty simple-minded device of circling three dates on his January calendar and writing a small 'R'

or 'L' under them. But fancy precautions weren't really necessary, since he was the only person who ever came in here. Or so he thought. It must have been a real shocker when he opened those boxes on the day of the meeting and found them empty."

"It's a pity I was in Africa," Barstow said. "I'm sure I could have tracked Stowbridge easily."

"And I'm sure you did," snapped Harroway.

The surprise accusation brought a sharp look from Barstow, which turned to instant wariness when he found himself staring into the muzzle of a revolver.

"You faked your trip to Africa, Barstow. I've checked on that. You stayed here and played fake Ghoul while living in an empty cabin on your own property. You realized that whenever Stowbridge was out Ghouling you could get into the strongroom. Little by little, without Stowbridge's realizing it, you emptied all the boxes. On that last day, when you phoned pretending to be at the airport, Stowbridge told you more stuff had arrived and you decided to take that, too."

"Come now," said Barstow. "Even if you were right, would I have taken a chance like that when I knew all those people were in the house?"

"It wasn't much of a chance," said Harroway. "The entrance to the strongroom was at the back, and you were supposed to be driving from the airport. Besides, you were afraid that Stowbridge might check the boxes because you were coming back to enter the investigation. Then, when he found that everything was gone, he might try to escape. So you lay in wait to surprise him."

(Continued on page 64)

### **"A muffled shot sounded from within."**



Walter B. Gibson, once a ghost-writer for Houdini, went on to write many books on magic and mystery, including 283 novels that featured his famous creation, *The Shadow*.





# Which player is about to score with flying colors?

Better learn fast. Here comes Galaxian\* from Atari.®

Pilot to co-pilot. Galaxian invaders are approaching your home. And they're only from Atari for use with the ATARI® 2600™, Sears Video Arcade† systems, and the ATARI 5200™ SuperSystem.

These Galaxians look, sound, and act no different than the Galaxians you've battled in the arcade. They swoop, dodge, and fire with equal cunning. So you have to know your stuff.



Like the player on the left. He's about to hit a flying yellow Flagship for 150 points. But his opponent, on the right, will score only 30 points for hitting the stationary blue Drone. Tough luck, rookie.

If you want to know even more about which Galaxians to hit, hit the stores for Galaxian.



A Warner Communications Company.



**P**art of everyone's brain is littered with bits and pieces of lyrics. "Amber waves of grain" nestles beside "ticket to ride." "Don't cry for me, Argentina" is squashing "mairzy doats" (and probably a good thing, too).

Here's a quiz that asks you to sort through your musical storage bin. It covers an eclectic mix of pop songs and performers from the past 40-odd years. How well can you sing along?



Answer Drawer, page 70

### Ladies Aid

Help! We have 15 damsels in distress. They're stranded in Tin Pan Alley and can't find their way back to the hit songs in which they belong. Can you help? For extra credit, who made the songs famous?

- |                        |                             |
|------------------------|-----------------------------|
| 1. "Second Hand _____" | 5. "_____ May"              |
| 2. "_____ Eyes"        | 6. "Runaround _____"        |
| 3. "_____ on My Mind"  | 7. "Honeysuckle _____"      |
| 4. "Long Tall _____"   | 8. "Good Golly Miss _____"  |
|                        | 9. "_____ Rigby"            |
|                        | 10. "Proud _____"           |
|                        | 11. "_____ 's Restaurant"   |
|                        | 12. "_____ Tuesday"         |
|                        | 13. "_____ 's Turn to Cry"  |
|                        | 14. "Help Me, _____"        |
|                        | 15. "Wake Up, Little _____" |

### Hooray for Hollywood

Sometimes the music of a movie is as memorable as the movie itself. Can you name the films that featured these songs?

- |                           |  |
|---------------------------|--|
| 1. "Everybody's Talkin' " | 4. "Raindrops Keep Fallin' on My Head" |
| 2. "Mrs. Robinson"        | 5. "Evergreen"                         |
| 3. "Duelling Banjos"      | 6. "Stayin' Alive"                     |
|                           | 7. "Nobody Does It Better"             |
|                           | 8. "I'm Easy"                          |
|                           | 9. "As Time Goes By"                   |
|                           | 10. "Eye of the Tiger"                 |

### Where or When?

Everyone knows that "76 trombones led the big parade," but how many whats were "close at hand"? If you answered 110 cornets, you're ready to try this who-what-when-where-why-and-how lyric quiz.

- "Someone's in the kitchen with Dinah . . ." doing what?
- "In Penny Lane there is a barber with a photograph. . ." Name two other inhabitants of Penny Lane.
- "You're the top, you're the Colosseum. . ." Name three other superlatives that describe you.
- "When this old world starts getting me down," where do I go?
- "When you're alone and life is making you lonely," where can you go?
- "I'll be down to get you in a taxi, honey." What time should you be ready, and where are we going?
- There must be "50 ways to leave your lover." Name three of them.
- "You're the cream in my coffee." What else are you?
- "Please come to Boston in the springtime." Where else does he ask her to come?
- "Tie me kangaroo down, sport." What other pets does he ask his friends to mind in this song from Down Under?
- "Ah yes, I remember it well." But clearly he does not. In this duet, what month was it, what did she wear, and who sang—according to him and according to her?

### Where Credit Is Due

- Aretha Franklin made the song famous, but who wrote—and later recorded her own version of—"A Natural Woman"?
- Who wrote the lyrics to "Smile, Though Your Heart Is Breaking"?
- Who wrote the words to the theme from *Exodus*?
- Who sings backup for Carly Simon on "You're So Vain"?
- Who sings backup for James Taylor on "You've Got a Friend"?
- A then unknown singer sang on The Crystals' doo-wop classic "Da Doo Ron Ron." Who was she?

ILLUSTRATION BY E.T. STEADMAN

# T H E S O U N D

### Rock of Ages

At a time when pop singers seem to have an average age of 17, our music-loving grandmother is delighted to hear some songs about her generation. Can you identify their titles from the fragments below?

- "Go, granny, go, granny, go, granny, go!"
- "When I get older, losing my hair, many years from now"
- "Life is old there, older than the trees"
- "Methus'leh lived 900 years/But who calls dat livin'/When no gal'll give in/To no man what's 900 years?"
- "And these few precious days, I'll spend with you"
- "That's where my heart is yearning ever/That's where the old folks stay"





## Spliced Tapes

Somehow, in the mixing room of our recording studio, lyrics from two different songs got spliced together as one. Can you name the song to which each fragment belongs?

1. I give to you and you give to me/warm face, warm hands, warm feet.
2. Please allow me to introduce myself/I'm as helpless as a kitten up a tree.
3. The big baboon by the light of the moon/may not be the man some girls think of as handsome.
4. I met my old lover on the street last night/because a good man nowadays is hard to find.
5. JoJo was a man who thought he was a loner/meaner than a junkyard dog.
6. Each night before you go to bed, my baby/put it in the pantry with your cupcakes.
7. I have often walked/right out of my hair.
8. When will they ever learn?/Well, maybe next year.
9. I went out for a ride and I never went back/What a long, strange trip it's been.

## The Party's \_\_\_\_\_

The Scene: Poignantly they meet. Sternly she says, "It was just one of those (1) \_\_\_\_\_." Bleakly he replies, "I got it (2) \_\_\_\_\_ and that ain't (3) \_\_\_\_\_." Can you reconstruct the conversation?

"Well, Hello (4) \_\_\_\_\_! Why are you sitting outside in this Stormy (5) \_\_\_\_\_?  
(6) \_\_\_\_\_ keep falling on my head.  
At the very least you should button up your  
(7) \_\_\_\_\_. Baby, it's (8) \_\_\_\_\_ outside."

"I really hadn't noticed. As far as I'm concerned, we're having a heat (9) \_\_\_\_\_. I'm walking on the  
(10) \_\_\_\_\_ side of the street; everything's coming up (11) \_\_\_\_\_. "(12) \_\_\_\_\_,  
(13) \_\_\_\_\_ won't be just any night. I'm writing an ode to (14) \_\_\_\_\_ (15) \_\_\_\_\_. You know, happiness *is* a thing called (16) \_\_\_\_\_."

"But what about me? You go to my (17) \_\_\_\_\_.  
I want to hold your (18) \_\_\_\_\_. I long to dance with you (19) \_\_\_\_\_ to (20) \_\_\_\_\_. I've got you under my (21) \_\_\_\_\_."

"Oh, for heaven's sake. Hang down your head  
(22) \_\_\_\_\_ (23) \_\_\_\_\_. Just because we spent a lovely (24) \_\_\_\_\_ in Paris and  
(25) \_\_\_\_\_ in New York doesn't mean I'm yours till the end of (26) \_\_\_\_\_. Won't you please go home,  
(27) \_\_\_\_\_ Bailey; besides, your (28) \_\_\_\_\_ too big."

"Bill? My name's Tom. But good night (29) \_\_\_\_\_, and remember, I'll always love you come (30) \_\_\_\_\_ or come (31) \_\_\_\_\_."

"Irene? My name's Dolly."

## Famous Last Words

We've excerpted the last words from each line in the first stanza of six well-known songs. Can you supply the titles?

- |   |   |
|---|---|
| 1. down<br>down<br>down<br>down<br>lady | 4. morning<br>chime<br>stopper<br>whopper<br>time |
| 2. money<br>show<br>ready<br>go!        | 5. palaces<br>roam<br>humble<br>home              |
| 3. house<br>Mars<br>planets<br>stars    | 6. ocean<br>sea<br>ocean<br>me                    |

## Fascinating Rhythm

The music goes round and round, as the song says. Can you complete these song titles with musical terms?

1. "The Birth of the \_\_\_\_\_"
2. "Mr. \_\_\_\_\_ Man"
3. "\_\_\_\_\_ Bugle Boy"
4. "\_\_\_\_\_ on the Run"
5. "Jailhouse \_\_\_\_\_"
6. "Alexander's \_\_\_\_\_ Band"
7. "It's Only \_\_\_\_\_"
8. "The \_\_\_\_\_ Goes On"
9. "American \_\_\_\_\_"
10. "Boogie On \_\_\_\_\_ Woman"

# MUSIC





When it comes to great taste,  
everyone draws the same conclusion.





# A PUZZLE THAT'S FULL OF MONKEYSHINES GORILLA WARFARE

PUZZLE AND ILLUSTRATION BY RICK SPAIN  
★★★

**I** have seldom known a primate puzzlemaster more talented than Robert "Bob" Boone, pictured here. From the moment I met him, at his office at *The Daily Gnu*, I knew he was just the man (so to speak) to help me present this tough coconut of a puzzle.

From your side, the pile of blocks on this page looks like a stack of jumbled letters. But from Bob's side, the pyramid spells out a witty quotation reading from top to bottom and from left to right.

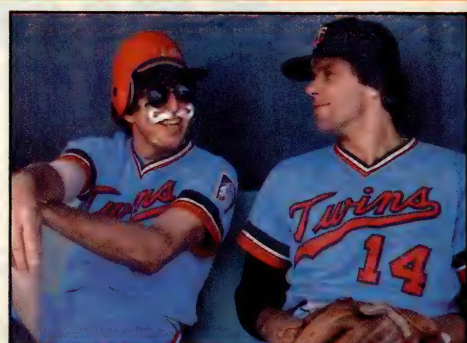
Only three different blocks were used to form the quotation. Two of them have letters on all six faces; the third has letters on five faces and a dot on its sixth face. On Bob's side, the dot is used to indicate a space between words. All 18 block faces are different; no letter or symbol is represented more than once.

Can you logically deduce the message we've so cagily constructed?

Answer Drawer, page 68











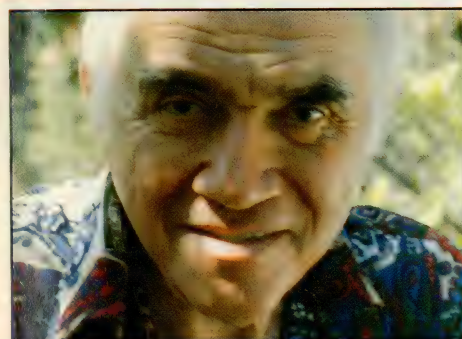
# WHAT NEXT?

★★

by Robert Leighton

Although you might not think the people and objects in each of the five rows have anything in common, they are actually connected by a logical thread. Using word and image association, can you pick the item that logically comes next in each sequence from the answer grouping below? Beware: The answer box contains a few red herrings.

*Answer Drawer, page 68*



From the pictures below, can you pick the images that complete each of the five sequences at left?





# BUMP'N'JUMP<sup>TM\*</sup> THE VIDEO GAME FOR PEOPLE WHO SHOULDN'T BE ALLOWED TO DRIVE.



For those of you who spend more time crashing than you do driving, we'd like to introduce Bump'N'Jump. The home video game where it's not just okay to hit the other cars, it's required.



Shown on Intellivision. Game varies by system.

Your job is to crash as many cars as you can without crashing yourself. And to help you do it, you're given some unusual options. Not only can you bump them off the road, you can jump over what you can't bump.

But even with these advantages, you're not on easy street. Because waiting somewhere down the road might be the deadly dump trucks. Or the treacherous tanks. Or the sinister death car.

When you play Bump'N'Jump, you just never know who you'll run into.

Coming soon for Intellivision<sup>®</sup> and Atari<sup>®</sup> 2600.

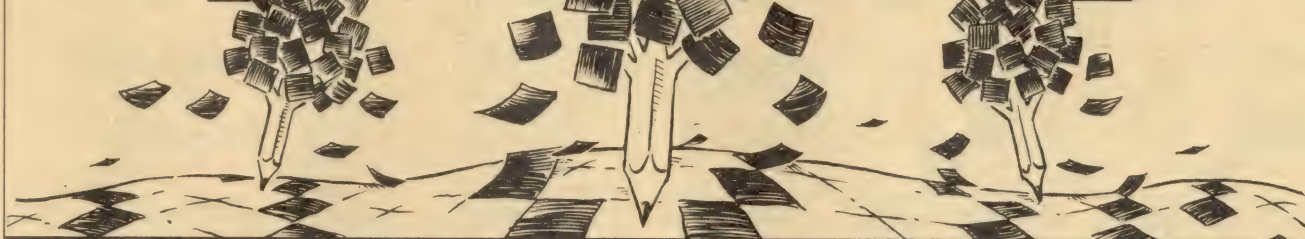
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**Bump'n'Jump<sup>TM\*</sup>**  
FROM **MATTEL ELECTRONICS<sup>®</sup>**



# PENQUILWISE



## Connect-a-Word ★★ (Ante Jelica)

by Lori Philipson

When the grid below is correctly completed, each pair of adjacent boxes will contain a compound word or a familiar two-word phrase. Clues are identified by the numbers in the boxes, and the answers are to be entered left to right and top to bottom. The answer to 1-2 Across, WHITE WATER ("Breakers

and rapids"), has been filled in as an example. Now you know that the first part of 1-6 Down is WHITE, and that the first part of both 2-3 Across and 2-7 Down is WATER. Every box is part of two or more answers, so if the clue in one direction stumps you, try another connection. *Answer Drawer, page TK*

### ACROSS

- 1-2 Breakers and rapids
- 2-3 Niagara, for example
- 3-4 Topple
- 4-5 Business expenses for a tennis pro?
- 6-7 Center of activity
- 7-8 Furnish with sleeping quarters
- 8-9 Change for the worse
- 9-10 Excite
- 11-12 When flowers blossom
- 12-13 Schedule
- 13-14 Dining-room surface
- 15-16 Basketball rebound surface
- 17-18 Beginning, as a trip
- 19-20 Striped area on a street
- 21-22 Drawn without aid
- 23-24 Auto route
- 24-25 Type of inn
- 25-26 R2-D2, to C-3PO
- 27-28 Prevent entry
- 28-29 Surpass
- 29-30 Intervene
- 30-31 Shared
- 32-33 Telephone circuit for Communists?
- 33-34 Batting order
- 34-35 Quick on the \_\_\_\_
- 35-36 Occur

1 WHITE	2 WATER	3 FALL	4 OVER	5 HEAD
6 HOT	7 BED	8 DOWN	9 TURN	10 ON
	11 SPRING	12 TIME	13 TABLE	14 TOP
15 BACK	16 BOARD		17 SET	18 OFF
19 CROSS	20 WALK		21 FREE	22 HAND
23 ROAD	24 WAY	25 SIDE	26 KICK	
27	28 OUT	29 STEP	30 IN	31 COMMON
32 HOT	33 LINE	34 UP	35 TAKE	36 PLACE

### DOWN

- 1-6 Searing
- 2-7 Splashy furniture?
- 3-8 Collapse
- 4-9 Upset
- 5-10 Type of collision
- 7-11 Mattress support
- 8-12 Computer rest period
- 9-13 Stereo component
- 10-14 At the summit
- 11-16 Jumping-off point
- 13-17 Plate, silverware, napkin, etc.
- 14-18 Freshen, as a drink
- 15-19 Interbreed hybrid and parent plants
- 16-20 Expensive Monopoly property
- 17-21 Releasing
- 18-22 Casual, as a remark
- 19-23 Intersecting thoroughfare
- 20-24 Pedestrian passage
- 21-26 Soccer penalty
- 23-27 Place for a detour sign
- 24-28 Exotic and bizarre
- 25-29 Avoid
- 26-30 Contribute, as to a fund
- 27-32 Urban get-together
- 28-33 Synopsis
- 29-34 Increase, as production
- 30-35 Amount consumed
- 31-36 Unremarkable



# Two by Two ★ (Ante)

by Sarah Bellum

## A Word Search

You might call this a puzzle for a rainy day. Hidden in the ark below are the names of 45 animals—concealed, naturally, in twos. That is, each name must be divided into pairs of letters (AA/RD/VA/RK, for example) before being located in the grid.

Answers appear forward, backward, up, down, and diagonally; the first has been circled as an example. Finding the others won't take you 40 days or 40 nights, but that (gird yourself) is a matter of Noah count. *Answer Drawer, page 68*

AARDVARK	CHIMPANZEE	GOPHER	LION	RHINOCEROS
ALPACA	CHINCHILLA	HARE	LYNX	SQUIRREL
ANTEATER	CHIPMUNK	HEDGEHOG	MINK	TORTOISE
ANTELOPE	COUGAR	HIPPOPOTAMUS	MONGOOSE	WALRUS
BABOON	COYOTE	IBEX	MONKEY	WEASEL
BADGER	DORMOUSE	IMPALA	OCELOT	WILDEBEEST
BEAR	ELEPHANT	JACKAL	PLATYPUS	WOLF
BEAVER	ERMINE	JAGUAR	RABBIT	WOMBAT
BOBCAT	GOAT	KANGAROO	REINDEER	ZEBU

AN WA LR US HE DT WE NX  
 HE ER AV BE YW DG EN LY AS TI  
 AN TE LO PE NU AR EH CA NT ON EL OA  
 HI YO NT UG OT OG LA PA IM EP  
 TO HE CO AR LF KT WO IL AL HA  
 ST EE EB LD WI RT AN DT BA WO WO CK CH NT RE OF AL LF  
 AN BA BO ON LI LE OI DG SH MB JA IB EX IN IT EL WH ZE  
 TE BC ER EI HI ER SE NI AT GU OO DE BB CH RR BU  
 ST AT OS HE PP BR RK OO EA AR ER RA IP IM UI TH  
 OF ER LI OP FE VA GO NG FR OM MU GE PA SQ  
 NE OC EL OT SI RD KA PH MO NK EY SS NZ EV  
 IN EN AM VE AA GO RS ER MI NE EF EE  
 RH IF US YP AT PL TE DO RM OU SE EN



# Square-Shooting ★ (Ante)

by Doug Walthew

## ACROSS

- 1 Girls' dates
- 5 Come-from-behind win
- 10 Huff and puff
- 14 Golf club
- 15 Heartbeat
- 16 Lurid glance
- 17 1910s art style
- 18 \_\_\_\_ of the Union
- 19 Tennis star Arthur
- 20 Hockey stroke
- 22 Lady of Spain
- 24 Before long
- 25 Track and field event: 2 wds.
- 26 Fiery
- 29 Masked animals
- 30 Poet T.S. \_\_\_\_
- 31 Shocks
- 32 Pair
- 35 Level
- 36 Rescues
- 37 Goatee site
- 38 "My gal" of song
- 39 Auto-racing's Parnelli \_\_\_\_
- 40 Polish, as shoes
- 41 Apartment sign: 2 wds.
- 42 The "B" in LBJ
- 43 Mr. Fancy Pants
- 46 Complain over and over
- 47 Little green men?
- 48 Basketball two-pointer: 2 wds.
- 52 Jousting match
- 53 Valentine
- 55 1968 play *The Great White \_\_\_\_*
- 56 Gala nights
- 57 Shade of green
- 58 Has debts
- 59 Marquis de \_\_\_\_
- 60 "Tippecanoe and \_\_\_\_ too"
- 61 10, 20, 30, 40, etc.
- 9 Golf drives: 2 wds.
- 10 Factories
- 11 Greek fable writer
- 12 Indian statesman
- 13 Pick up the tab
- 21 Chimney black
- 23 Ages and ages
- 25 Shoe bottoms
- 26 Umpires
- 27 Singer Fitzgerald
- 28 Kind of phone
- 29 Long for
- 31 Actress Leigh
- 32 Dashiell Hammett's *The \_\_\_\_ Man*
- 33 Port or sherry
- 34 Singletons
- 36 Home run with no men on base: 2 wds.
- 37 Arced golf hit: 2 wds.
- 39 Long \_\_\_\_ Silver
- 40 Cutty \_\_\_\_
- 41 Deadly African fly
- 42 Back-and-forth joking
- 43 Despises
- 44 Baseball's Tony

## DOWN

- 1 Auction amounts
- 2 \_\_\_\_ surgery
- 3 *Star Wars* character
- 4 Informal photo
- 5 Outcome
- 6 Playfully deceive: 2 wds.
- 7 Wood lath
- 8 N.Y. time: Abbr.



Answer Drawer, page 66

- 45 Covered the shower floor
- 46 Slice, as a turkey
- 48 "Get out of jail" money
- 49 Inventor Elias
- 50 Unlock
- 51 Hardy's \_\_\_\_ of the *D'Urbervilles*
- 54 Ron \_\_\_\_ of Tarzan

# It's a Dog's Life ★ (Ante)

by Grace Fabbri

In this quiz, every dog has his day. That's because the answer to each clue is a word, phrase, or title containing the word DOG. For example, "Flowering tree" would be answered DOGWOOD, while "In disfavor" would be IN THE DOGHOUSE. Only top dogs will get all 18 correct. And those scoring less than half are obviously barking up the wrong tree.

Answer Drawer, page 76



1. Soldier's ID dog tag
2. Frankfurter hot dog
3. Swimming stroke doggy paddle
4. Deteriorate in quality go to the dogs
5. Al Pacino movie Dog Day Afternoon
6. Elvis Presley hit 'Hound Dog
7. One expected to lose underdog
8. Sirius dog star
9. Totally exhausted dog-tired

10. Pour torrentially rain cats and dogs
11. Battle of air aces dogfight
12. Marked by ruthless competition dog eat dog
13. Drawn-out humorous tale \_\_\_\_
14. Having turned-down pages dog eared
15. "Don't stir up controversy" let sleeping dogs lie
16. Sultry summer time dog days
17. "Drat!" \_\_\_\_
18. Saying about fixed ways You can't teach an old dog new tricks

ILLUSTRATION BY HOWARD LEWIS



Here is a five-part Time Test to be taken in 20 minutes or less, so have a watch or timer handy.

Read the directions for each part carefully, and work quickly. Don't spend too long on any one section; if a question

stumps you, move on to the next and return later if you have time. Complete ratings appear with the answers in the Answer Drawer. Pencil ready? On your mark, get set, go!

Answer Drawer, page 76



## PART 1 Score 2 points each. Top score: 20.

Change one letter in each word below to spell the name of a flower.

- Ex. ROPE ROSE
- DAILY DAISY
  - LOCUS LOTUS
  - LILT LILY
  - PECUNIA PETUNIA
  - ALTER ASTER
  - CLOSER CLOVER
  - IRKS IRIS
  - PHONY PEONY
  - PATSY PANSY
  - TARNATION CARNATION



## PART 2 Count 4 points each. Top score: 32.

Circle two consecutive letters in each four-letter word to spell an eight-letter word reading across.

- Ex. TAUT DIME OVEN CELL
- FLOP CRAM COIN GOLD
  - HOBO SLIM VISE NOON
  - BUST ERGO GALA DORY
  - SOUP THEN RAVE CALM
  - YOGA URGE SEAL CALF
  - LIMO SONG SWAT MILK
  - WASP ACHE IRON IDLE
  - HIGH FOUR LINK MESH

## PART 3 Award yourself 8 points for the correct answer.

The names of two common animals have been put together and scrambled to form the word LOITERING. What are they? One name has four letters and the other five.

LOITERING LION + TIGER



## PART 4 Score 3 points apiece. Top score: 30.

Here are 10 examples of "false comparatives." By adding ER to the end of the answer to the first clue in each pair, you'll get a word answering the second clue that is unrelated in meaning.

- Ex. Thorn BARB Haircutter BARBER
- Magic stick WAND Roam WANDER
  - Branch LIB Supply LIMBER
  - Draped HUNG Strong desire HUNGER
  - Cigarette (sl.) BUTT Flatter, with "up" BUTTER
  - Foot sore CORN Trap CORNER
  - Watery soup BROTH Monk BROTHER
  - Nonsense BUNK Soldier's fortification BUNKER
  - Coin CENT Middle CENTER
  - Expert \_\_\_\_\_ Neutral zone \_\_\_\_\_
  - Ought to SHOULD Bear, as a burden SHOULDER



## PART 5 Add 10 points to your score if you get this one.

The past tense of what common verb is the past tense of another verb spelled backward? (Hint: The words have three letters each.)

was paw



# Fangs for the Memory ★★ (Ante)

by Merl Reagle

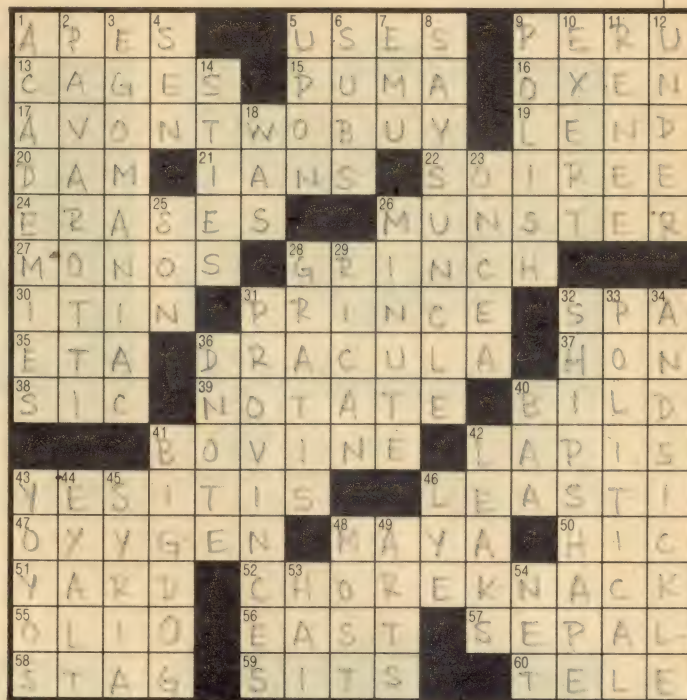
## ACROSS

- 1 Tarzan's chums
- 5 Applications
- 9 Andean country
- 13 Zoo enclosures
- 15 Cougar
- 16 Bunyan's Babe et al.
- 17 Bard's river/Pair/Purchase
- 19 Give for a while
- 20 TVA structure
- 21 Hunter and Fleming
- 22 Party in the P.M.
- 24 Gets a clean slate
- 26 Addams Family relative?
- 27 Pre-stereo LPs
- 28 Seuss's Christmas stealer
- 30 Put \_\_\_\_ a nutshell (summarize): 2 wds.
- 31 Charming or Valiant
- 32 Sauna-gym
- 35 Greek vowel
- 36 Speaker of 17- and 52-Across
- 37 Sweetheart, for short

- 38 "Attack," to attack dogs
- 39 Transcribe, as music
- 40 Lukewarm
- 41 Cowlike
- 42 \_\_\_\_ lazuli (precious stone)
- 43 Beatles song of 1965: 3 wds.
- 46 "It's the \_\_\_\_ can do": 2 wds.
- 47 Scuba tank contents
- 48 Old-time Mexican native
- 50 Sound from a sot
- 51 Area around the house
- 52 Task/Talent
- 55 Hodgepodge
- 56 The Orient
- 57 Flower part
- 58 "For men only"
- 59 Rests
- 60 Prefix with scope and vision
- 3 A legend in his own mind?
- 4 Sun Yat-\_\_\_\_
- 5 Atop
- 6 U-boats
- 7 Australian bird
- 8 Surrenders vocally: 2 wds.
- 9 From Warsaw
- 10 Make an effort
- 11 Tennis player Richards
- 12 Beneath
- 14 Porkers' homes
- 18 Used to be
- 23 "Christmas comes but \_\_\_\_ year": 2 wds.
- 25 Junior, to Senior
- 26 Commercial length
- 28 Free
- 29 Costa \_\_\_\_
- 31 Quebec and Ontario, e.g.
- 32 In perfect order
- 33 Involving statecraft
- 34 Hammer \_\_\_\_ (Soviet symbol): 2 wds.
- 36 \$500 bill, in slang
- 40 Sheep's cry
- 41 Irish wolfhound, e.g.: 2 wds.

## DOWN

- 1 West Point and others
- 2 "King of the High Cs"



Answer Drawer, page 68

- 42 Security slip-ups
- 43 Up-and-down toys
- 44 Put on a pedestal
- 45 Neighbor of Turkey
- 46 Old soap ingredient
- 48 Greatest
- 49 \_\_\_\_ and crafts
- 53 "Bali \_\_\_\_" (South Pacific song)
- 54 Volleyball need

# Syllasteps ★★ (Ante)

by Will Shortz

The two diagonal flights of stairsteps will spell related words when you have finished this puzzle. To discover them, use the word fragments in the Syllabary to form eight four-syllable words that answer the given clues. Cross off the syllables as

you use them, because each will be used only once. Enter the answers across the grid, one syllable per space. When you're done, see what the outlined spaces spell reading from upper left to lower right.

Answer Drawer, page 68

## SYLLABARY

AR COP DEF DER DIC EN ER FAC  
GE IES IS MAS MIST NI PHO  
RA SANC SAT SHIP STA TA IAX TER  
TIAL TION TION TO TOR TU UM Y

## CLUES

1. Opposite of democracy
2. Railroad official
3. Safe havens
4. Exact duplicate
5. Respectfully submissive
6. Stuffy individual?
7. Flower show exhibit
8. Guaranteed item?

1	DIC	TA	TOR	SHIP
2	STA	TION	MAS	TER
3	SANC	TU	AR	IES
4	PHO	TO	COP	Y
5	DEF	ER	EN	TIAL
6	TAX	I	DER	MIST
7	GE	RA	NI	UM
8	SAT	IS	FAC	TION

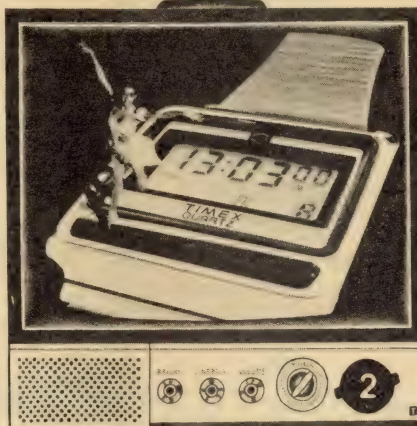
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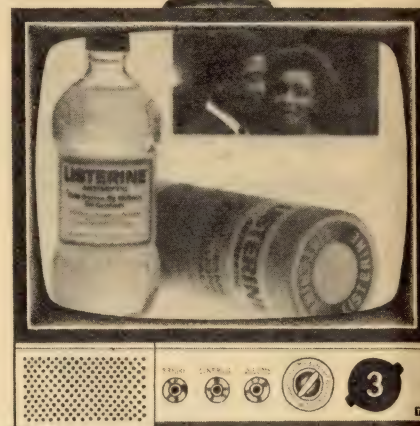
# Commercial Breaks ★★ (Jelica)



18 a. Stops dogs in their tracks.



7 b. Just slightly ahead of our time.



8 c. Tastes like butter but it's not.



13 g. Share the fantasy.

Either we've caught a serious case of brand disloyalty or we just can't ad. Though we correctly collected 17 products and their TV tag lines or slogans, our neighbors on Madison Avenue tell us we've mismatched each and every one.

Can you rearrange the words and pictures shown here so that products and slogans are correctly paired?

Answer Drawer, page 68



11 h. It's finger lickin' good.



1 i. Puts you in the driver's seat.



6 m. Good to the last drop.

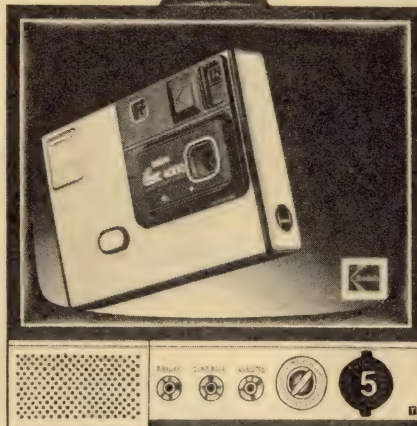


10 n. Reach out and touch someone.





d. When you care enough to send the very best.



e. Take to the K.



f. The quicker picker-upper.



i. Keeps your baby dry, right down to his toes.



j. For the times of your life.



k. Takes a lickin' and keeps on tickin'.



o. We make it simple.



p. "One time for me."  
"A second time . . . for me."



q. It's drier, you're drier.



Below are six lists of related words and phrases that have been translated into simple cipher alphabets. The letter substitutions remain constant within any one group of words (for instance, if C represents R in one word, it will represent R in all

the words in that list), but change from one list to the next. A tip to new solvers: Start by thinking of answers that might fit one of the categories; then see if any enciphered words in the list have the same letter pattern. *Answer Drawer, page 66*



## 1. FOODS THAT YOU EAT WITH YOUR HANDS (Jelica)

Example: Hot dog

SPARERIDS  
QXLPOPTMQ  
WA ER E N  
CLAOPHONS D  
ICE CREAM CONE  
TZO ZPOLH ZSDO  
FRENCH FRIES  
VPODZY VPTOQ  
HAMBURGER  
YLHMRPFOP  
FRIED CHICKEN  
VPTOG ZYTZWOD  
CORN ON THE COB  
ZSPD-SD-AYO-ZSM  
PIZZA  
XTJJL  
POTATO CHIPS  
XSALAS ZYTXQ  
SANDWICH  
QLDGCTZY



## 4. SLANG FOR "GREAT!" (Ante, Hank)

Example: Neat

PEACHY KEEN  
JPQEOM APPT  
THE BEE'S KNEES  
KOP VPP'Y ATPPY  
GROOVY  
BSWWXM  
THE LIVING END  
KOP FNXTB PTI  
AWESOME  
QLPYWRP  
RIGHT ON  
SNBOK WT  
CRACKERJACK  
ESQEAPSUQEA  
HUNKY DORY  
ODTAM-IWSM  
OUT OF THIS WORLD  
WDK WZ KONY LWSFI  
JIM DANDY  
UNR-IQTIM



## 2. MOVIES ABOUT ANIMALS (Ante)

Example: Benji

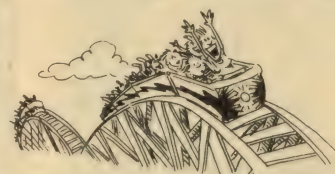
WILLARD  
XTEEYUW  
LASSIE COME HOME  
EYJJTC GHRC AHRC  
THAT DARN CAT  
KAYK WYUQ GYK!  
BORN FREE  
ZHUQ VUCC  
BEDTIME FOR BONZO  
ZCWKTRC VHU ZHQLH  
THE BLACK STALLION  
KAC ZEYGD JKYEETHQ  
OLD YELLER  
HEW NCEECU  
KING KONG  
DTQB DHQB  
DUMBO  
WPRZH  
MY FRIEND FLICKA  
RN VUTCQW VETGDY



## 5. FOUND IN THE "JUNK DRAWER" (Ante, Hank)

Example: Rubber bands

SCOTCH TAPE  
XAVYAC YJWS  
EXPIRED COUPONS  
SHWTOSK AVGWVEX  
FLASHLIGHT  
BNJXCNTLCY  
BATTERY  
RJYYSOQ  
TICKET STUBS  
YTADSY XYGRX  
SCRAP PAPER  
XAOJW WJWSO  
EXTENSION CORD  
SHYSEXTVE AVOK  
SHOPPING LIST  
XCVWWTEL NTXY  
LOOSE CHANGE  
NVVXS ACJELS  
STRING  
XYOTEL



## 3. AT THE AMUSEMENT PARK (Ante)

Example: House of Mirrors

FERRIS WHEEL  
RGDDZL MBGGI  
ROLLER COASTER  
DJIIGD TJHLVGD  
FUN HOUSE  
RCX BJCLG  
CAROUSEL  
THDJCLGI  
SHOOTING GALLERY  
LBJJVZXX KHIIGDF  
TUNNEL OF LOVE  
VCXXGI JR IJYG  
KIDDIE RIDES  
QZWWZG DZWGL  
TICKET VENDOR  
VZTQGV YGXWJD  
RING TOSS  
DZXK VJLL  
BALLOONS  
UHIIJJXL



## 6. REFERENCE BOOKS (Ante)

Example: Encyclopedia

THESAURUS  
PETJGBYBJ  
ATLAS  
GPDGJ  
ALMANAC  
GDQGKGN  
GAZETTEER  
SGHTPPTTY  
TELEPHONE  
PTDTCZKT  
DIRECTORY  
FRYTNPZYA  
COOKBOOK  
NZZWUZZW  
FIELD GUIDE  
MRTDF SBRFT  
CROSSWORD  
NYZJJIZYF  
DICTIONARY  
FRNPRZKGYA



# Horrors! ★★★ *(Jolico Ante, Mark)*

clues by Stephen King/grid by Mike Shenk



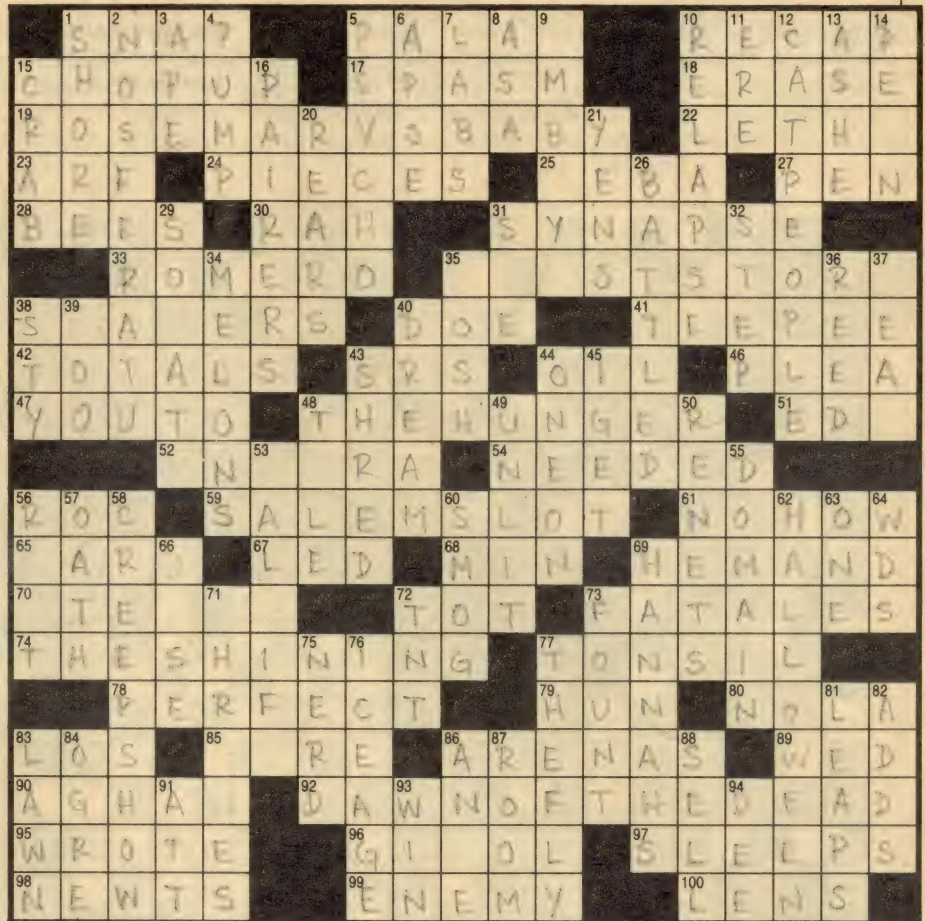
When he's not plotting blood-curdling stories like "Carrie," "Firestarter," and "Christine," Stephen King likes curling up with a good crossword. This

collaboration with GAMES assistant editor Mike Shenk marks the first time King has put aside the convoluted world of the horror novel for the equally convoluted world of puzzeldom.

## ACROSS

- 1 Finger sound
- 5 Ancient: Prefix
- 10 Put the top back on the soda bottle
- 15 Play the axe-murderer?
- 17 Muscular reaction
- 18 Wipe out
- 19 Mia Farrow had a devilishly hard time in this fright film (1968)
- 22 Bathe here and forget your troubles
- 23 Sandy sound
- 24 All that might remain after a 15-Across session (ulp!)
- 25 Midianite king
- 27 Pig's home
- 28 *The Deadly* \_\_\_\_ (ho-hum Hammer horror film, 1967)
- 30 Cry of the cheerful football fan
- 31 Sensory telegraph
- 33 He directed 92-Across
- 35 Peter Straub novel
- 38 Dedicated dieters?
- 40 Female deer
- 41 Indian home: Var.
- 42 Turns car into scrap metal
- 43 Graduates-to-be: Abbr.
- 44 Black gold
- 46 Defendants sometimes cop one
- 47 "May I introduce \_\_\_\_"

- 48 Strieber novel, Bowie movie
- 51 Old English letter
- 52 "You're \_\_\_\_ surprise"
- 54 Had to have
- 56 One flew through *The Giant Claw* (1957)
- 59 Fictional Maine town where the natives get up late
- 61 "Forget it!"
- 65 British nobleman
- 67 \_\_\_\_ Zeppelin
- 68 Counterpart of max.
- 69 \_\_\_\_ haw (stammer)
- 70 Sinks a teabag
- 72 Serving of rum
- 73 Femmes \_\_\_\_
- 74 King novel, Kubrick film
- 77 Throat sore spot, perhaps
- 78 Couldn't be better
- 79 Attila was one
- 80 "Dream come true" girl of a 1915 song
- 83 \_\_\_\_ Angeles
- 85 Point of \_\_\_\_, on the Isle of Man
- 86 Sporty places
- 89 Married
- 90 Ottoman bigwigs
- 92 1979 terrorizer from 33-Across
- 95 Composed a letter
- 96 He wrote *Dead Souls*
- 97 "He is not dead, my lord; he only \_\_\_\_": Shakespeare



- 98 Creepy crawlers
- 99 Foe
- 100 Camera eye

## DOWN

- 1 Land's end
- 2 Max Schreck in the classic 1922 film (he's a sucker for a pretty face!)
- 3 King Kong was a big one
- 4 Water-bringer
- 5 Hitchcock film (1960)
- 6 Churchy locale
- 7 Mad scientists create here
- 8 Dead \_\_\_\_ doornail
- 9 Forgettable Rock Hudson horror vehicle (1976)
- 10 Return to illness
- 11 Poetic "before"
- 12 Val Lewton film (1942) remade by Paul Schrader (1982)

- 13 Tennis great
- 14 Maxwell's Silver Hammer, maybe?
- 15 Giant terror in *Mysterious Island* (1961)
- 16 Matchmakers?
- 20 Those behind
- 21 Longings
- 26 Fought
- 29 Scale notes
- 31 Helen Gahagan in 1934, Ursula Address in 1964
- 32 Stair increment
- 34 Vine fruits
- 35 Mild expletive
- 36 Marsh plant
- 37 Slangy affirmative
- 38 See 27-Across
- 39 Bill and \_\_\_\_
- 40 "To sleep, perchance to \_\_\_\_": Shakespeare
- 43 Tiny scrap of cloth
- 44 Tie \_\_\_\_ (carouse)
- 45 "\_\_\_\_ a kick out of you"

- 48 Painted tinware
- 49 Like most haunted houses
- 50 Catches anew
- 53 Change the document
- 55 Territory
- 56 \_\_\_\_ cure (what you may need after viewing some of the movies in this puzzle!)
- 57 Solemn promise
- 58 Movie directed by 33-Across, written by the author of 59- and 74-Across
- 60 West Coast horror?
- 62 John Carpenter film (1978)
- 63 \_\_\_\_ *Million Years B.C.* (Raquel Welch vs. the dinosaurs, 1966)
- 64 Dict. entries
- 66 \_\_\_\_ *majeste*
- 69 Hard-hearted ones from Savannah?

Answer Drawer, page 73

- 71 Expressions
- 72 Explosive stuff
- 73 \_\_\_\_ of all knowledge
- 75 Mental midget
- 76 A long, cold winter in Europe and North America
- 77 Vincent Price movie (1958)
- 81 Werewolves' form of locomotion?
- 82 Appends
- 83 Forest \_\_\_\_ (trendy West Coast boneyard)
- 84 Bigger than a troll, smaller than an orc, and meaner than either
- 86 French seraph
- 87 What Janet Leigh got at the Bates Motel
- 88 Unload, in a way
- 91 Defendant's helper: Abbr.
- 93 Didn't lose or draw
- 94 Actress Sandra



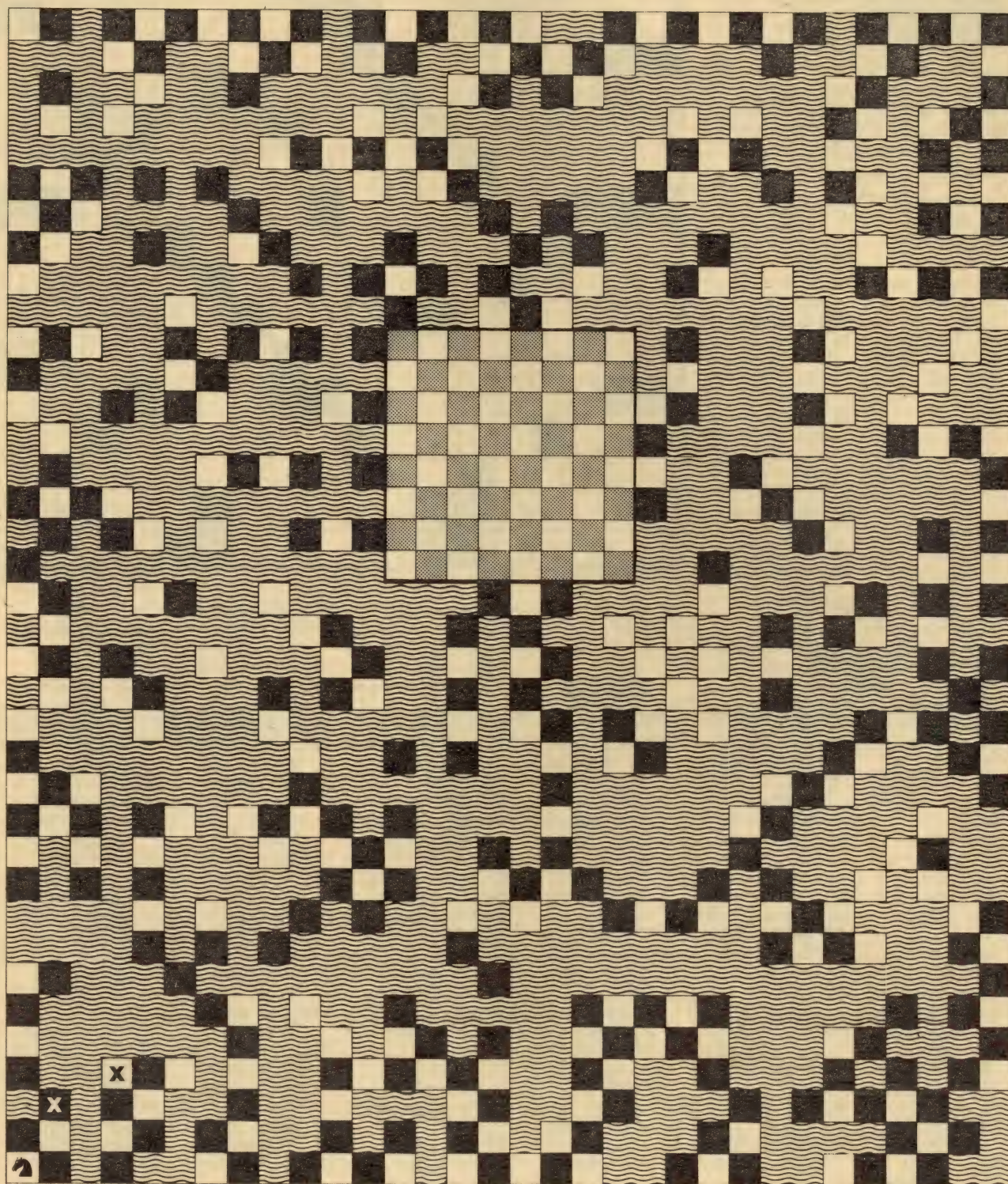
## Knight Moves ★★★

by Ulrich Koch

Sometimes it's a good thing to jump to conclusions. Take this chess maze, for example. How can the knight in the lower left corner square move in a series of jumps to the chessboard in the middle? Each jump must be a regular knight's move—two squares horizontally and one vertically, or two vertically

and one horizontally—and must end on a black or a white square. The knight may jump over the wavy lines, but he cannot land on them. The first two jumps are shown to get you started.

*Answer Drawer, page 66*





# Cryptic Crossword ★★★

by Loni Hutchinson

The Warm-Up Puzzle at right contains all the basic types of clues you're apt to encounter in a cryptic crossword. Like all cryptic clues, each contains two parts: a direct or indirect definition of the answer and a second description of the answer through wordplay. The first step in solving a cryptic clue, and a great part of the fun, is to determine the dividing point between the parts. Consider some examples:

"Hornet flying around king's chair (6)." This is an example of an anagram clue. The words "flying around" suggest mixing the letters of the word HORNET to get the answer, THRONE (defined as "king's chair"). An anagram clue always contains a word or phrase (like "crazy," "reorganized," or "in a heap") that suggests mixing or poor condition.

"Plants imitation diamonds (9)." Here you must join two short words to form the answer: SHAM ("imitation") and ROCKS ("diamonds"), yielding SHAMROCKS ("plants"). This is an example of a charade clue.

"Adroit holding a butcher's knife (7)." The word CLEVER ("adroit") literally holds A to form CLEAVER ("butcher's knife"). This is called a container clue.

"Actor Spencer topless—that's risqué (4)." The answer RACY ("risqué") is TRACY ("actor Spencer") without its first letter, or "topless." This is a beheadment clue.

"Competitor in tournament ran third (7)." The answer, ENTRANT ("competitor"), is literally found in the letters of "tournament RAN third." This is an example of a hidden word.

Other tricks of cryptic clue solving have been explained in previous issues. If you are new to cryptic crosswords, start with the Warm-Up Puzzle at right and refer to the Answer Drawer for explanations.

## Warm-Up Puzzle for New Solvers ★

With detailed  
explanations in  
Answer Drawer, page 66

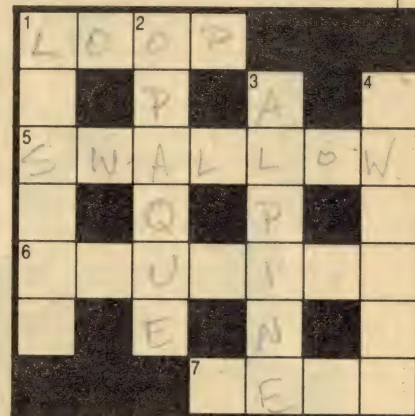
by Emily Cox and Henry Rathvon

### ACROSS

- 1 In swimming area, circle back (4)  
*reversal*
- 5 Gulp down a bird (7)  
*second definition*
- 6 Route going around in a rut (7) *container*
- 7 Losing head, reels in fish (4) *beheadment*

### DOWN

- 1 Dads sample dessert (6) *charade*
- 2 Pop a question partly vague (6) *hidden word*
- 3 Plane I crashed in mountains (6) *anagram*
- 4 Listen to musical compositions and have some candy (6)  
*homophone*

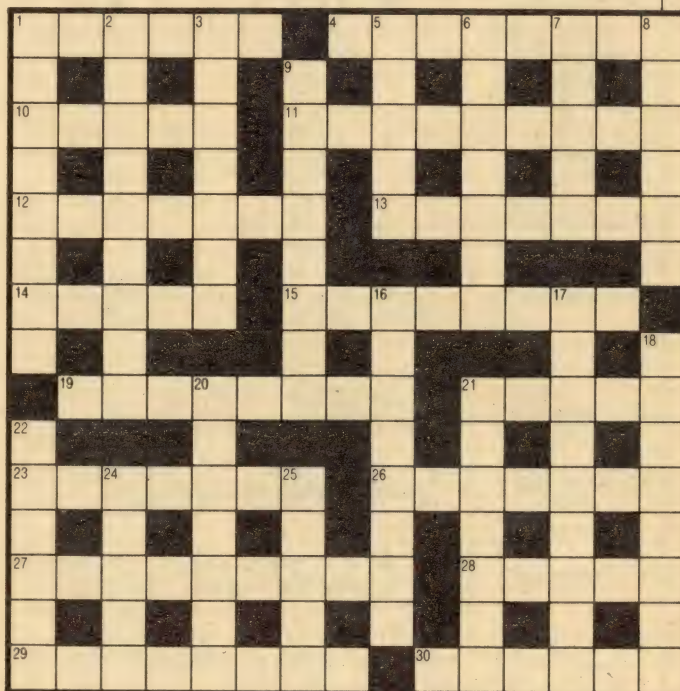


### ACROSS

- 1 Taxi driver has right to be cross (6)
- 4 Crushed the Nepal animal with a trunk (8)
- 10 Foolishly presented her to someone else (5)
- 11 New aim:  
"Let's be worthy of respect" (9)
- 12 Enters a vandalized grave (7)
- 13 Perhaps a fellow who tells groaners is caustic (7)
- 14 Flattens seven bananas (5)
- 15 Naughty person who lassos a little devil? (8)
- 19 An unknown street cop in Texas (8)
- 21 Short baseball hit, bearing left, is dull (5)
- 23 Ridiculous company with outlandish claim (7)
- 26 Quarantine is ultimately too late (7)
- 27 Rough coastline is divided into parts (9)
- 28 Drug ring starting up—I'm shocked (5)
- 29 Young associates get prose rewritten (8)
- 30 Repaid a bad note before the first of December (6)

### DOWN

- 1 "Stop, Senator Kennedy! Shut up!" (8)
- 2 Roughly, bear north for base (9)
- 3 Listen to rooming house guests from the frontiers (7)
- 5 Ragged pelt around Ubangi's head fell off (3,2)
- 6 Red pepper and pickles originally stewed on time (7)
- 7 Place wagers without beginning to shuffle (5)
- 8 Have lunch in attempt to form agreement (6)
- 9 Have vision of boiling? (8)
- 16 Jot beginning of *People* story (8)
- 17 Schooling coed at UN, I fouled up (9)
- 18 Flowed by broken tree dams (8)
- 20 A writer's attribute (7)
- 21 Fight about inferior snuff? (4,3)
- 22 Carries on—in fact, superbly (4,2)
- 24 He-man's mocha mix (5)
- 25 Move suddenly and head off a fall (5)



Answer Drawer, page 73



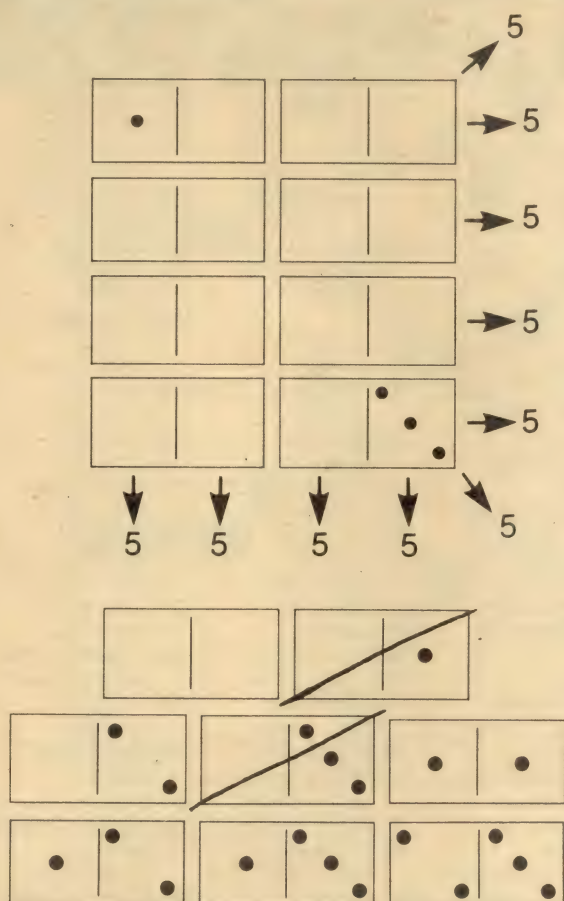




## Magic Dominoes ★★

by Guney Mentes

Can you place the eight dominoes pictured below into the diagram in such a way that each row, each column, and each of the two diagonals contains exactly five spots? Some dominoes must be turned before positioning. Two have been placed to get you started. *Answer Drawer, page 72*



## If ... Then ★★

by Pierre Berloquin

If: HOB0 = 15

EGRET = 5

ACCEPT = 3

Then: MYSTERY = ?

*Answer Drawer, page 66*

## FOLD THIS PAGE

## The World's Most Ornerly Crossword

by Emily Cox  
and Henry Rathvon

### Ornerly Cusses

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 45. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you need help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 44). Remember, to peek or not to peek is up to you.

### Hard Clues ★★★

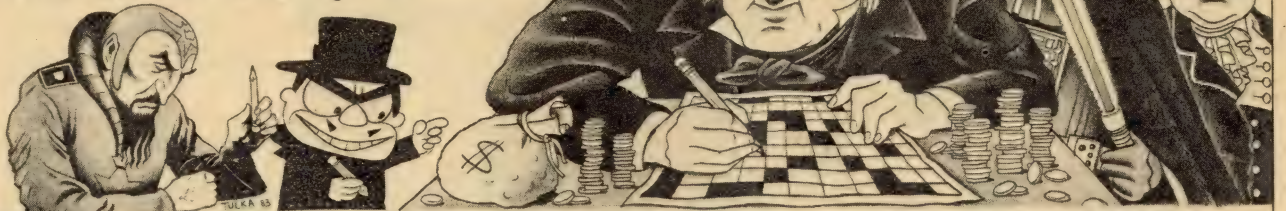
#### ACROSS

- |   |  |   |
|---|--|---|
| 1 Hobble  | 58 Puts out                                | 112 Think tank output                   |
| 5 Salad style   | 59 Sad Sack's girlfriend, and others       | 114 Private meal?                       |
| 11 Grating  | 60 Exports from the Indies                 | 116 ____ loss for words (can't speak)   |
| 16 Drudge   | 62 Bummers' opposites                      | 117 Under 90°                           |
| 20 Of a 4th century Christian movement                  | 66 ____ <i>élégant</i>                     | 118 Right ____                          |
| 22 1983 horror film <i>The ____</i>                     | 68 Game played with a <i>pallino</i>       | 121 Racer's goal                        |
| 23 Pigment from 2-Down                                  | 70 In the rough                            | 123 Angry eruption                      |
| 24 June in Hollywood                                    | 71 Represent on stage                      | 125 Atomic clock components             |
| 26 Cavaradossi's lover                                  | 72 To ____ (perfectly)                     | 127 Character common in sci-fi          |
| 27 Hermits' leader                                      | 74 "There it is!"                          | 129 "The Penguin" and family            |
| 28 Rocky's cartoon foe                                  | 76 Be accommodated                         | 131 New beginning?                      |
| 31 Airport in the news, 1976                            | 78 Jarbird                                 | 132 Drove too fast                      |
| 33 Rival of Canute                                      | 80 Fighter jet button                      | 133 Jacob Marley's partner              |
| 35 Demonic spirits?                                     | 82 Forceful character?                     | 137 Cussword                            |
| 36 Part of the Venezuela-Colombia border                | 85 Barrie baddie                           | 141 The equal of a miss                 |
| 37 "... ____ any drop to drink"                         | 86 Suit parts?                             | 142 Detective Nayland Smith's adversary |
| 38 "Our wishes lengthen as ____ declines": Edward Young | 88 Juan's wife                             | 144 Church law specialist               |
| 41 Prop for David                                       | 89 <i>The Dunciad</i> author               | 148 Washington, to Chicago              |
| 43 Praetor's deputy                                     | 90 Conger catcher                          | 150 Keep in mind                        |
| 44 Tom Terrific's opponent                              | 91 "The Final Problem" villain             | 151 Member of the horde?                |
| 47 Lincoln and Ford                                     | 95 Keep occupied                           | 152 Toasted                             |
| 48 Cheerleader's cheer                                  | 98 Plate scrapings                         | 153 Coach                               |
| 49 Canadian cad of cartoons                             | 99 Poker player's pledge                   | 154 Salon job                           |
| 52 Young Clark's girlfriend                             | 100 Word after "time," before "machine"    | 156 Crumb                               |
| 56 American cuckoo                                      | 101 Domino, e.g.                           | 158 Christian's tormentor               |
|   | 105 Modern movie Midas                     | 161 Sang the blues                      |
|   | 107 <i>Psycho</i> prop                     | 164 ____ France                         |
|   | 109 City between Medicine Hat and Winnipeg | 165 Grizzlies                           |
|   | 111 Does more plastic surgery on           | 166 Tallahatchie-Yalobusha confluence   |
|   |  | 167 Rococo                              |
|   |  | 168 Assumed identity                    |



# The World's Most Ornerly Crossword (Continued)

Don't Peek Until You Read Page 43!



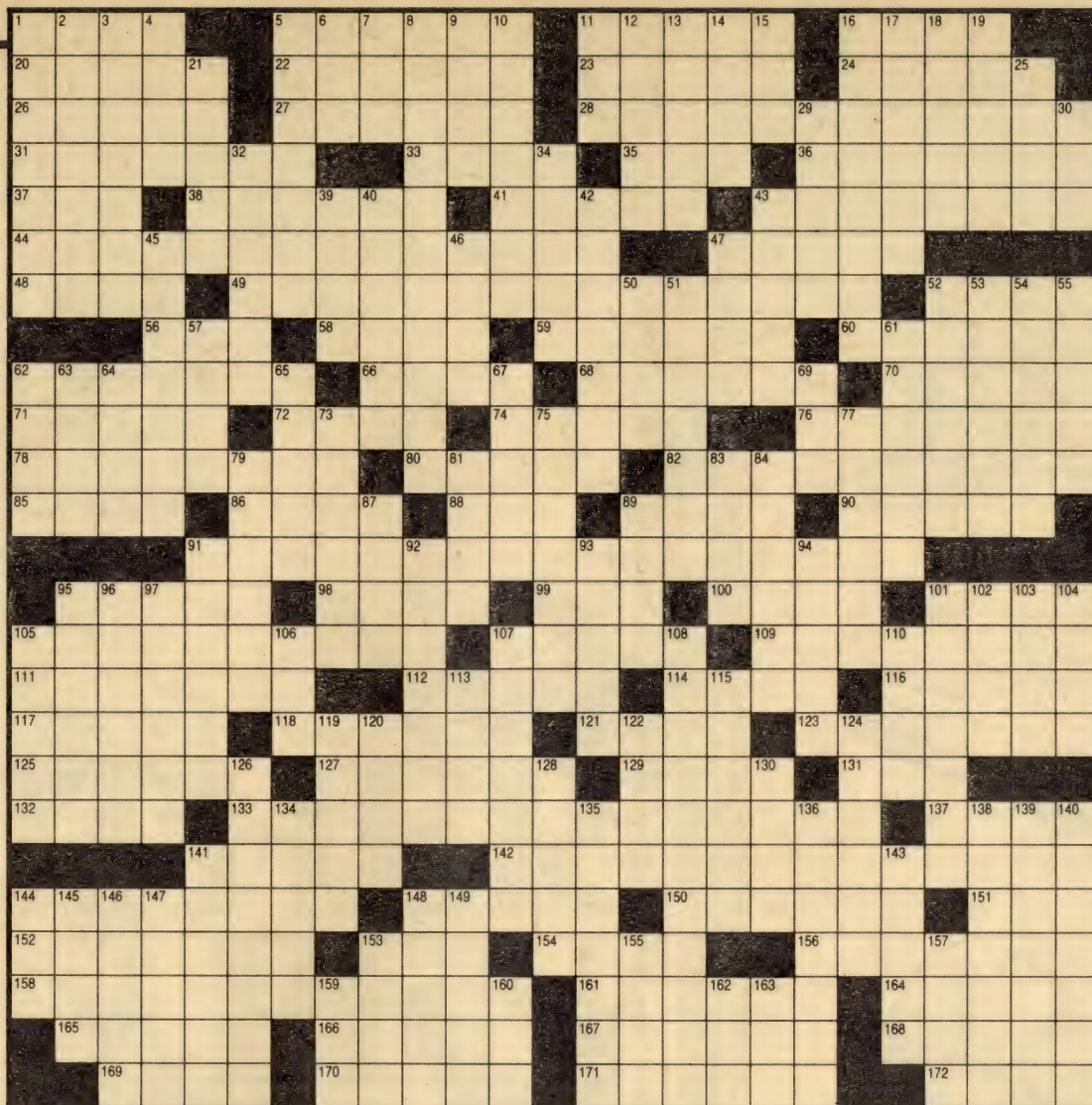
## ACROSS

- |  |  |   |  |  |                                      |
|--|--|---|--|--|--------------------------------------|
| 1 Not stiff  | 60 Cinnamon and cloves                     | 125 Wave amplifiers (SMEARS anag.)          | 2 Raw material for steel-making: 2 wds.        | 52 Hereditary (ALLEN I anag.)                | 104 Didn't sink?                     |
| 5 Flipped, as a coin                                   | 62 Sexual exciters                         | 127 Genetic goof                            | 3 Cold wind of France (SLIM TAR anag.)         | 53 Yield                                     | 105 Metric weights                   |
| 11 Hoarse  | 66 Very: Fr.                               | 129 Third baseman                           | 4 Gait   | 54 Not masculine or feminine                 | 106 Gov't code-breaking org.         |
| 16 Trudge (along)                                      | 68 Popular                                 | 131 Recent: Prefix                          | 5 Capital of Iran                              | 55 Financier John Jacob (ROAST anag.)        | 107 '60s president                   |
| 20 Nordic: Var. (AN AIR anag.)                         | 70 Not abridged                            | 132 Hurried                                 | 6 George Washington bill                       |  | 108 Flash Gordon's foe: 2 wds.       |
| 22 Being   | 71 Make into a law                         | 133 Misanthropic miser from Dickens: 2 wds. | 7 Bering, e.g.: Abbr.                          | 57 "_____ chance!": 2 wds.                   | 110 Trigonometric function           |
| 23 Brownish-yellow hue                                 | 72 Suit one to _____: 2 wds.               | 137 Solemn vow                              | 8 Villain in <i>Uncle Tom's Cabin</i> : 2 wds. | 61 Furnish, as food                          | 113 Portuguese explorer Bartholomew  |
| 24 Wreak _____ (cause confusion)                       | 74 Magician's "Behold!"                    | 141 Miss by _____ (be way off): 2 wds.      | 9 And others: Abbr.                            | 62 Numbers ending in zero                    | 115 Winnie-the-Pooh's pal            |
| 26 Puccini opera                                       | 76 Go along with: 2 wds.                   | 142 Oriental master criminal: 3 wds.        | 10 John Forsythe's TV show                     | 63 <i>E pluribus</i> _____                   | 119 Work in a refinery               |
| 27 Author Melville                                     | 78 Relative of the titmouse                | 144 Expert in Roman Catholic law            | 11 Burglarize                                  | 64 Velocity                                  | 120 Stone-carved inscription         |
| 28 Natasha Nogoodnik's cartoon partner: 2 wds.         | 80 Throw out                               | 148 City executive                          | 12 Oak-to-be                                   | 65 Vanzetti's comrade                        | 122 Savings or checking money: Abbr. |
| 31 Ugandan airport, site of 1976 Israeli raid          | 82 <i>Star Wars</i> villain: 2 wds.        | 150 Employ, as a lawyer                     | 13 Gesture with the shoulders                  | 67 Author Italo (EOS + VV anag.)             | 124 Pallor and weakness              |
| 33 Patron saint of Norway (FOAL anag.)                 | 85 Captain Hook's sidekick                 | 151 Attila the _____                        | 14 _____ and proper                            | 69 Have lunch                                | 126 Support for the Jewish people    |
| 35 Pirate's drink                                      | 86 High cards                              | 152 Saluted with champagne: 2 wds.          | 15 Affirmative                                 | 73 "_____ comes on little cat feet": 2 wds.  | 128 Group of soldiers                |
| 36 Venezuelan river                                    | 88 Mrs. Juan Peron                         | 153 Coupe or sedan                          | 16 King Tut and others                         | 75 Simple wind instrument (OR A, CAIN anag.) | 130 Like a good pillow               |
| 37 Partner for neither                                 | 89 John Paul or Pius, e.g.                 | 154 Hair style                              | 17 _____ and gentlemen                         | 77 Ethnic slum                               | 134 Buffalo                          |
| 38 Astronomy textbook chapter heading, perhaps: 2 wds. | 90 Angler of sorts (in STEELERS)           | 156 Contemplative one                       | 18 Kitchen hot spots                           | 79 La Brea, for one: 2 wds.                  | 135 Replace, as a bottle cap: 2 wds. |
| 41 Singapore _____ (gin drink)                         | 91 Sherlock Holmes's foe: 2 wds.           | 158 Bounder on the <i>Bounty</i> : 2 wds.   | 19 "_____ Pass Go ...": 2 wds.                 | 81 Boxing champion _____ Willard             | 136 Did sentry duty                  |
| 43 Roman magistrate (EQUATORS anag.)                   | 95 Bind with rope: 2 wds.                  | 161 Sounded like a siren                    | 21 Man of wealth (BAN BO anag.)                | 83 Sacred bull (in THERAPIST)                | 138 Succeed in obtaining             |
| 44 Tom Terrific's cartoon enemy: 2 wds.                | 98 Table scraps (ROTS anag.)               | 164 _____ France (Parisian island): 2 wds.  | 25 Fashion designer Chanel                     | 84 Kingdoms _____                            | 139 Sound from Thor                  |
| 47 Detroit products                                    | 99 Note of debt                            | 165 Chicago footballers                     | 29 Boxing matches                              | 87 Withered                                  | 140 Squats, with "down"              |
| 48 Holler  | 100 Mailbox opening                        | 166 Mississippi river                       | 30 In front of: Ger. (in CAVORT)               | 89 18th-century hairdo                       | 141 Capital of Turkey                |
| 49 Dudley Do-Right's enemy: 2 wds.                     | 101 Jazzman Waller                         | 167 Elaborately decorated                   | 32 Becomes a part owner: 2 wds.                | 91 Pipe smoker                               | 143 Prankish                         |
| 52 Actress Turner                                      | 105 007 enemy                              | 168 Put a lid on                            | 34 Streams                                     | 92 Marked with streaks (TASTIER anag.)       | 144 Disease lab in Atlanta: Abbr.    |
| 56 Black bird (in ALBANIA)                             | 107 Switchblade                            | 169 Canned meat                             | 39 _____ and image                             | 93 A bit wet                                 | 145 Mecca resident                   |
| 58 Price labels  | 109 Saskatchewan city: 2 wds.              | 170 Fix text                                | 40 Follow-up news item                         | 94 Bird's perch                              | 146 Neck parts                       |
| 59 Hawkins of "Li'l Abner," and others                 | 111 Picks up again                         | 171 Pestered, as an old horse?              | 42 Occupy                                      | 95 Extra shoe leather: 2 wds. (CAPOTE anag.) | 147 Like draft beer: 2 wds.          |
|  | 112 Notions                                | 172 Iran, formerly: Abbr.                   | 43 Somewhat: Prefix                            | 96 Maltreat                                  | 148 Indian corn                      |
|  | 114 Teenager's room, often                 |   | 45 <i>Carte</i> _____ (free rein)              | 97 Readied for publication                   | 149 Inert gas (GROAN anag.)          |
|  | 116 _____ standstill (has stopped): 3 wds. |   | 46 Otherwise                                   | 101 Party decoration                         | 153 B.C. currency                    |
|  | 117 Shrewd                                 |   | 47 Actor Guinness                              | 102 Slightly open                            | 155 _____ avis                       |
|  | 118 As right _____: 2 wds.                 |   | 50 Matinee _____                               | 103 Skin design: Var. (TAUT anag.)           | 157 Glorious failure                 |
|  | 121 Masking or ticker, e.g.                |   | 51 Mounted bullfighter                         |  | 159 "So long"                        |
|  | 123 Fit of temper                          |   |  |  | 160 Coal carrier                     |
|  |  |   |  |  | 162 Fall behind                      |
|  |  |   |  |  | 163 Summer on the Riviera            |

## DOWN

- 1 Dormant period





## Hard Clues (cont'd)

Answer Drawer, page 73

- 169 Part of WWII rations  
170 Use a blue pencil  
171 Ate at  
172 Kind of pronoun: Abbr.

### DOWN

- |                                       |                                     |                                      |                            |                                 |                                   |
|---------------------------------------|-------------------------------------|--------------------------------------|----------------------------|---------------------------------|-----------------------------------|
| 1 Potentiality                        | 12 Variety of squash                | 42 Call home?                        | 75 Sweet potato            | 105 Lab weights                 | 139 Blue ____ (1983 film)         |
| 2 Taconite or magnetite               | 13 "Don't ask me," in body language | 43 Almost                            | 77 Part of an urban jungle | 106 DOD subgroup                | 140 Conservatives                 |
| 3 Wintry wind                         | 14 Stiffly neat                     | 45 Stella's sister                   | 79 Prehistoric preserve?   | 107 George of TV's <i>Sarge</i> | 141 Ataturk's seat                |
| 4 Indy 500 ____ car                   | 15 '70s rock band                   | 46 Ultimatum ending                  | 81 Falconer's strap        | 108 Master of planet Mongo      | 143 Bit of clowning               |
| 5 One-time home of the Peacock Throne | 16 Memphis residents?               | 47 Evelyn Waugh's brother            | 83 Honeybee genus          | 110 Type of wave                | 144 Epidemiologists' lab          |
| 6 Undivided                           | 17 Lords' mates                     | 50 Pedestal figure                   | 84 Fields of expertise     | 113 Cape of Good Hope explorer  | 145 Graceful horse                |
| 7 Orch. section                       | 18 Pizzeria fixtures                | 51 Bull bully                        | 87 Arid                    | 115 Piglet's companion          | 146 Scruffs                       |
| 8 Merciless                           | 19 Discouraging words               | 52 Relatively direct?                | 89 Hassock                 | 119 Sniffed a fish?             | 147 Available                     |
| 9 "The list goes on"                  | 21 Bigwig                           | 53 Give in                           | 91 Globefish               | 120 Futhorc writing             | 148 Husky food?                   |
| 10 Chin, for example                  | 25 James of <i>Murder by Death</i>  | 54 Fix, in a way                     | 92 Groovy?                 | 122 C.P.A.'s responsibility     | 149 Light bulb gas                |
| 11 Mug                                | 29 Spells, as of sickness           | 55 Mary of <i>The Maltese Falcon</i> | 93 Dewy                    | 124 Daze of the weak?           | 153 Silent type                   |
|                                       | 30 German preposition               | 57 ____ bene                         | 94 Stay the night          | 126 Pro-Israeli sentiment       | 155 Order in a Roman steak house? |
|                                       | 32 Joins the stockholders           | 61 Supply                            | 95 Boot reinforcement      | 128 Scouting unit               | 157 Artistic turkey               |
|                                       | 34 Moves smoothly                   | 62 Sawbucks                          | 96 Treat like dirt         | 130 Piano                       | 159 Rank's privilege              |
|                                       | 39 Narrow point of land             | 63 Word on a coin                    | 97 Reworded                | 134 Plains grazer               | 160 Mason's tool                  |
|                                       | 40 Make more current                | 64 Hourly wage                       | 101 Put up streamers       | 135 Like some bottle caps       | 162 Jetsetter's problem?          |
|                                       |                                     | 65 Italian anarchist                 | 102 Cracked, in a way      | 136 Cautious                    | 163 Hiver's opposite              |
|                                       |                                     | 67 <i>Confessions of Zeno</i> author | 103 Giant armadillo        | 138 Be a success story          |                                   |
|                                       |                                     | 69 Down                              | 104 Crawled, perhaps       |                                 |                                   |
|                                       |                                     | 73 1980 Carpenter thriller           |                            |                                 |                                   |

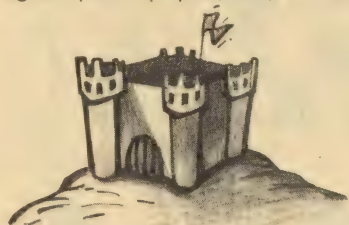


# Anagraphics ★★ (Ante, Jelica)

by Vanessa Charles

The 15 pictures below represent seven pairs of anagrams (words that have the same letters, only rearranged) plus an unpaired 15th item. To solve, first determine the word represented by each image and then arrange the names into seven anagram pairs. (A picture of a MELON, for instance, could

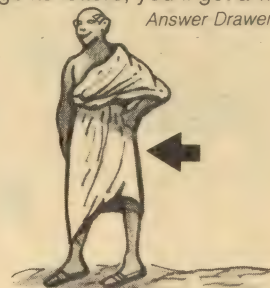
be paired with a picture of a LEMON.) When you're done, one picture will remain unmatched. Which one is it? If you can find it and correctly rearrange its letters, you'll get a word that describes yourself. *Answer Drawer, page 72*



1. CASTLE



2. KISS



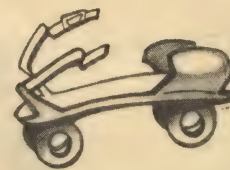
3. TONGA



4. PALM



5. HORNET



6. SKATE



7. EARTH



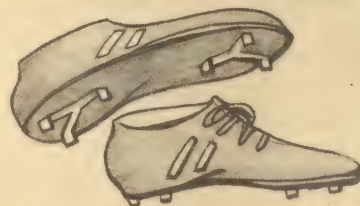
8. STEAK



9. GOAT



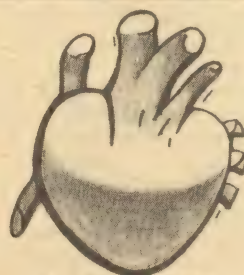
10. THRONE



11. CLEATS



12. SKIS



13. HEART



14. STATUE



15. LAMP

ILLUSTRATIONS BY CAROLE POPOLO



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# FINE TUNINGS

## THE 1983 GAMES GUIDE TO HOME VIDEO GAMES

Besides being animals, what do bees, turtles, snakes, gophers, kangaroos, ducks, mice, and baby gorillas have in common?

They're all major characters in new video games. Anything that grows, swims, crawls, walks, or flies on this planet Earth—and on planets yet undiscovered—has become food for the game designer's imagination, from beefsteak tomatoes to communist mutants, from the goddess Isis to the robot warrior Zaxxon.

Game designers are something like filmmakers, blending characters, scenario, action, color, and sound into a coherent, satisfying whole. But video games are also interactive—you, the player, make things happen, and in turn react to them. This is a game's moment of truth; if the interaction isn't fun, the cutest characters and the most dazzling graphics won't save it.

In spite of a chaotic (and financially disappointing) year in the video game industry, players have an abundance of good systems and games to choose

from. All six major systems are good to excellent; for comparative details, see "Hardware the Easy Way," on page 51. The software is more uneven in quality. Of some 100 new games this year, half are guaranteed to gather dust on your shelf after a couple of playings. The other half, happily, can seduce you into frittering away more hours than you'd like to admit. Our favorites are reviewed beginning on page 50.

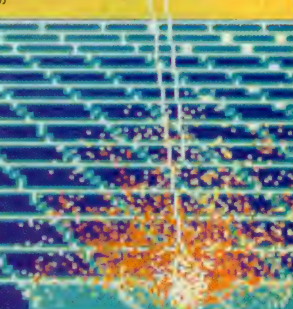
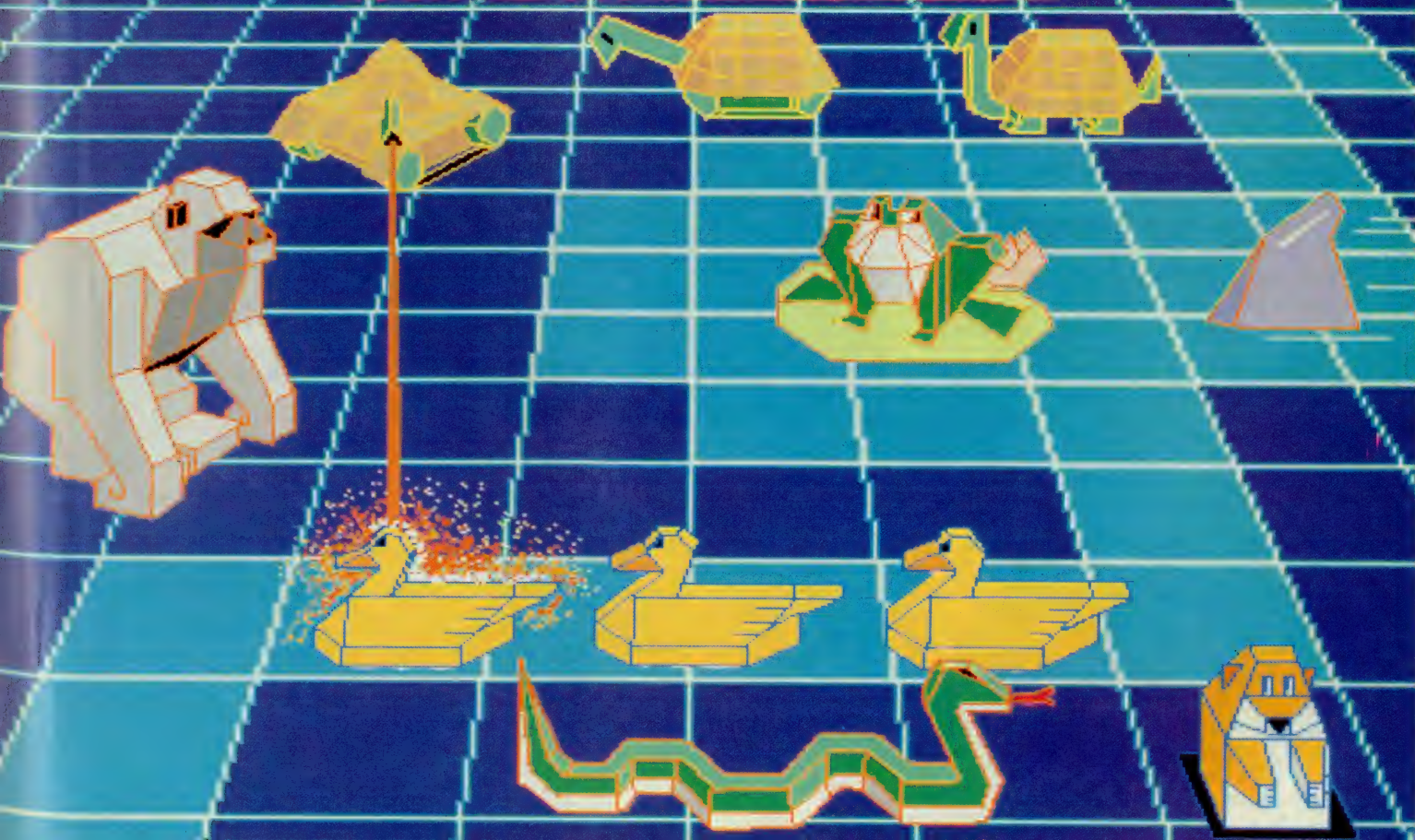
We also took a fresh look at the games we recommended last year ("Private Screenings," December 1982) and found that many were still as much fun as the best new games; they are described in "Reruns," page 54.

Many of the systems have, or will soon be adding, computer keyboards and other peripherals (available add-ons are described in each hardware review). Controllers have become an industry in themselves; some of the best—and weirdest—must be purchased separately ("The Joy of Sticks," page 52).

And now, the games.

EDITED BY BURT HOCHBERG AND R. WAYNE SCHMITTBERGER

ILLUSTRATION BY DAVID HERBICK/COMPUTER GRAPHICS BY NATIONAL IMAGE MAKERS



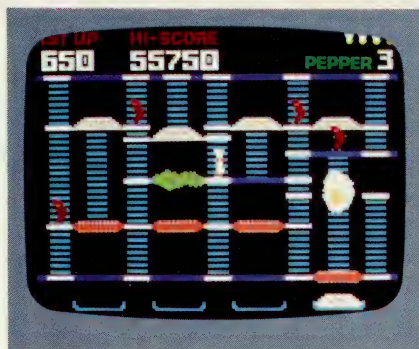


## BEDLAM

(G. C. E., 1-2 alt., \$30)

It's hard to believe such an addictive game could be created around such a static premise: a ship that can rotate and fire but cannot otherwise move. While you hold your ground, galactic invaders come at you from three to six directions—and you can shoot in only one direction at a time. If you kill off an attack wave, the next set of aliens is smarter, more mobile, and faster. The keys to a good score are timing your use of the superzapper (which allows you, once per attack wave, to kill all enemies onscreen), and mastering the "quick rotate" button; it's harder to use accurately than your normal rotation, but is essential for survival.

## BURGERTIME



(Mattel, 1-2 alt., \$35-39; \$30 for the 2600)

Maneuver a chef through a maze and over burger ingredients, which makes them drop one level. Stack 'em up on the bottom and you get a harder maze. Chasing the chef are five lethal nasties, who can be stunned briefly with a dash of pepper. To score high, trap nasties between ingredients or atop one that's about to drop. And save the pepper for emergencies—it's scarce. You have to plan well and think fast to make it in the burger business. (A version for the Atari 2600 was not available for play-testing.)

## CAKEWALK

(CommaVid, 1 player, \$30)

The conveyor belts in a bakery have gone wild, and the lone baker must frantically save the cakes, pies, and gingerbread men from a messy fate. How many can you save before the disgusted janitor quits? It's not as easy as it sounds: Just as you rush to stop one belt and catch a cake, you realize there's a cake on another belt you'll never get to in time. There are 16 skill levels. Kids will eat it up, and adults will find it pretty tasty, too.

# THE BEST NEW GAMES

The games are listed alphabetically. Following the title is the manufacturer's name and how many can play (alternately or simultaneously). Games are color-coded by system, as follows:

Atari 2600

Atari 5200

ColecoVision

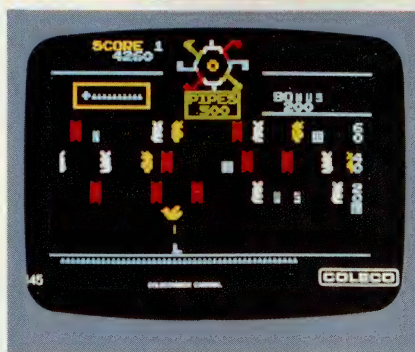
Intellivision

Odyssey<sup>2</sup>

Vectrex

If a game is available for more than one system but is decidedly better in one version, we've added a star inside the color bar.

## CARNIVAL



(Coleco, 1-2 alt., under \$30)

Ducks and other moving targets inhabit this shooting gallery. The ducks, if left alive too long, will eat some of your limited supply of bullets, so nail them early. And if you don't knock out the revolving wheel of pipes quickly, you'll get more ducks. Certain targets replenish your ammo, and hitting the letters B-O-N-U-S in order earns you exactly that. Between rounds, three bears appear—if you hit one of them more than five times, you're good. This is a game of skill that lures you into playing "just one more round . . ."

## DONKEY KONG JR.

(Coleco, 1-2 alt., under \$30)

Can Junior swing through a jungle of vines to rescue dear old dad without getting chomped? Maybe not—the creatures crawling up and down the vines eat baby gorillas for breakfast. But if the little guy is clever, he can bop the beasts with falling fruits and then cop pop. In scene two, baby Kong has to push keys up vines while facing down more creatures, and in scene three he must swing and jump while avoiding bad birds and the things they drop. In this last scene, try jumping just as you hit the "trampoline," and the resulting superjump will cut several seconds off your time. We like this game even better than its popular progenitor.

The Atari 2600 version has only the first two scenes, but it's still a fairly good game. The Intellivision version was not available for play-testing.

## DRAGONSTOMPER

(Starpath, 1 pl., \$18; needs Supercharger)

This adventure game is what one expects to see on a home computer rather than a video game system. The player travels around a countryside picking up objects and dealing with various encounters by selecting an option from a menu of choices. After a while, he comes to a village where he can buy or trade for magic potions, weapons, and other goods with whatever he accumulated in the countryside. Finally, he comes to the dragon's cave where, unless he has just the right combination of things with him, he probably won't live long. The game has a great deal of depth, made possible by the fact that its three different stages are loaded into the Supercharger separately.

The ColecoVision version was not available for play-testing.

## ENDURO



(Activision, 1 player, \$32)

This is a remarkable driving game, and an outstanding achievement for this system. The object is to pass a set number of cars in the course of one day, a day that includes sunshine, snow (watch out for skids), and fog. Nothing complicated—just a simple idea done right. Superior graphics and sound combine to produce a realistic illusion of depth and speed. Overall, Enduro is exhausting but exhilarating.





## HAPPY TRAILS

(Activision, 1-2 alt., \$35)

Your man is on the trail of Black Bart, picking up the money he dropped behind him. The trail is in segments, which you have to link up by shifting them around inside a frame. If your man walks into the empty space that results from these shifts, or into a dead end, he's a goner. And keep him away from Bart until he's picked up the badge lying along the trail. There's a timer too—if it runs out before you're done, you're done. If you like maze games, you won't be able to stop playing this one.



# HARDWARE THE EASY WAY

All six major systems have their good points. The following information highlights some of the differences among them. Manufacturers' suggested list prices were current at press time.

## ATARI 2600

(Atari; Identical to the Sears Tele-Game System) \$100

**Cartridges** Around 150, very uneven in quality, from poor to excellent.  
**Controllers** Joysticks are reasonably good for most games; paddles are excellent.

**Strengths and weaknesses** Though limited in memory, the 2600 is quite capable of handling graphics for good action games. Two skill switches effectively double the number of variations in a cartridge and allow opponents with unequal skills to compete on equal terms.

**Add-ons** The Supercharger (\$45, with Phaser Patrol game), from Starpath, allows games of greater complexity to be played on the 2600. Starpath now offers a dozen different titles, which are all good in quality and less expensive than cartridge games.

Several companies have announced tentative plans to produce keyboards that will turn the 2600 into a modest home computer. At press time, however, none were available for evaluation.

## ATARI 5200

(Atari) \$200

**Cartridges** About 25, consistently excellent and including many of the most popular arcade adaptations.

**Controllers** Very disappointing; joysticks are sluggish and not self-centering, side buttons stick, and the rubber bushing wears out quickly. Atari promises an improved, self-centering joystick by January.

**Strengths and weaknesses** The animation capabilities and graphics are extraordinarily good, equivalent to Atari 400/800 home computers. A pause button allows you to halt any game in progress, then continue it later on.

**Add-ons** Atari promises an adaptor for playing all Atari 2600-compatible games.

## COLECOVISION

(Coleco) \$170

**Cartridges** Around 25, consistently high in quality.

**Controllers** The self-centering knobs are excellent for most games and the fire buttons are conveniently located, but the wide pad may be awkward for those with small hands.

**Strengths and weaknesses** The system is very powerful, providing better graphics than many home computers.

**Add-ons** Expansion Module I (\$70) allows the unit to play nearly all Atari 2600-compatible cartridges. A computer add-on promises to turn ColecoVision into the powerful new Adam computer, which includes a letter-quality, daisy-wheel printer, and high-speed "digital data pack" storage device (due out soon for the surprisingly low price of \$400).

## INTELLIVISION II

(Mattel) \$140-180

**Cartridges** Around 60, including very strong selection of sometimes complicated sports and strategy games.

**Controllers** Discs rather than joysticks, which some people like but others find impossible to manipulate with any precision; keypads with overlays for each game. Unlike the hard-wired Intellivision I keypads, those for Intellivision II are detachable.

**Strengths and weaknesses** Despite much more memory—which shows up impressively in its strategy games—than the Atari 2600, Intellivision is less effective with fast-moving shoot-'em-ups.

**Add-ons** Intellivoice Voice Synthesis Module (needed for certain games); Intellivision System Changer (which promises to play all Atari 2600-compatible games); Intellivision Computer Adaptor, which allows attachment of either music synthesizer or computer keyboard.

## ODYSSEY<sup>2</sup>

(North American Philips Consumer Electronics Corporation, or N. A. P. C. E. C.) \$100

**Cartridges** Around 50, but many early ones are not particularly good.

**Controllers** Adequate, but a bit clumsy.

**Strengths and weaknesses** The graphic capability is relatively weak, comparable to the Atari 2600. Although it's the only system that comes with a full (membrane) keyboard, only a few of its games make much use of the keyboard's potential to expand the range of player input.

**Add-ons** The Voice of Odyssey<sup>2</sup> (\$60-70).

## VECTREX GRAPHIC COMPUTER SYSTEM

(General Consumer Electronics Corp., or G. C. E.) \$100

**Cartridges** About 20, consistently excellent.

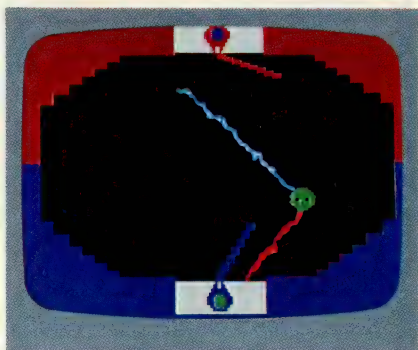
**Controllers** The control panel includes four buttons (for firing and other functions) plus a small joystick that's the best of any system's; a second panel must be purchased separately for certain two-player games.

**Strengths and weaknesses** This very powerful system is the only one to use vector graphics, which are superior to television raster graphics for many types of fast-action games. And since it includes its own screen, it won't tie up the family TV set. Excellent sound includes built-in speech capabilities. Color is limited to what's printed on overlays that come with the games (they are, however, terrifically effective).

**Add-ons** Light Pen (sold with an Art Master cartridge that allows you to draw and animate on the screen); 3-D Imager (goggles that give certain games a vivid three-dimensional appearance); and, planned for next year, a keyboard that converts Vectrex into a computer.



## JEDI ARENA



(Parker Brothers, 1-2 sim., \$30)

To an astonishing degree, this game captures the tension and sound effects of the *Star Wars* light-saber duels between Luke Skywalker and Darth Vader. Two Jedi knights, one of whom can be played by the computer (though we like head-to-head games better), are armed with sabers and force shields. A Seeker—the floating sphere Luke practiced against blindfolded in the original film—moves between them, shooting energy bolts at both players. The angle at which a bolt leaves the Seeker always matches the angle of your light saber, which can be rotated 180 degrees. A properly aimed bolt knocks out a piece of the opponent's shield, and a shot through this hole scores a point. The saber can also block bolts, but the best angle for defense is usually the worst for offense. The best variations are those in which the Seeker is invisible.

## KILLER BEES

(N.A.P.C.E.C., 1 player, \$35)

In this honey of a game, you control a swarm of 12 bees with which you must destroy five Beebots, who are protected by swarms of enemy bees. The bad bees weaken your swarm on contact, so zap them quickly. The Beebots, meanwhile, run around the screen in ever-changing patterns. Touching one slows it down; repeated touches kill it. At higher levels of play, the Beebots move so fast they're hard to see—your only hope is the grave markers that are erected on each Beebot's death. These markers hinder the movements of the survivors, and their strategic placement can mean victory or defeat.

## LONDON BLITZ

(Avalon Hill, 1 player, \$30)

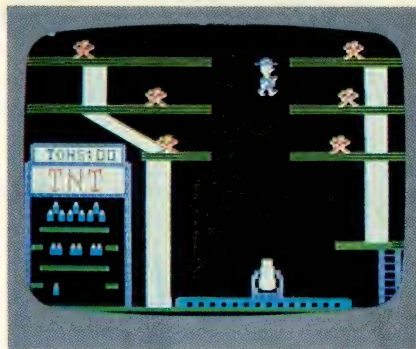
Avalon Hill is best known for its war games, and its third video game is what you'd expect: a detailed and complicated historical re-creation that involves logic and memory as well as quick reflexes. It's London during World War II. As a member of the British Army Royal Engineer Squad, you track down and disarm the unexploded bombs that dot the city. As you advance in rank from Lance Corporal to Captain, the bombs become harder to defuse and quicker to detonate; the tension can be harrowing. The game takes time to learn, but it's worth the effort.

## ★ MINER 2049R

(Microfun, 1-2 alt., \$30)

The video game of the year, we say—the most complex, ornery, yet rewarding "task" game we've seen. Your miner must cover every inch of a walkway on 11 increasingly difficult levels while avoiding or bashing patrolling monsters. The best route is usually not the obvious one, and backtracking is often necessary. Learning to jump the right distance at the right moment is tricky, and gets trickier. There are elevators, moving platforms, sliding chutes, and even a cannon that requires just the right charge of TNT. Unlike Donkey Kong, this climbing game requires logic to figure out the most efficient route, as well as traditional arcade skills.

The Atari 2600 version (by Tigervision) is



slower paced and has only three levels (repeated without the tools to bash monsters with). It's good, but can't be compared with the superb ColecoVision cartridge.



# —THE JOY OF STICKS—

Blaming an unresponsive or unwieldy joystick for a low score may seem a cop-out. But there's nothing so frustrating as coming within one quick turn of beating your previous high score, only to see your Pac-Person go straight when you thought you'd made a left turn to avoid doom. Dozens of joysticks, adaptors, and even hand protectors are now available, and most are improvements over the equipment that comes with each game system. This is a sampling of our favorites. Since tastes vary as much as joystick styles, we recommend trying out as many as possible and testing them in maze games and shoot-'em-ups before choosing. In the following descriptions, letters in parentheses correspond to the photos above.

Except where otherwise noted, all joysticks reviewed here are immediately compatible with the Atari 2600, Sears Tele-Game System, Commodore VIC-20, and Atari 400/800 computers. They can also be used with ColecoVision with the addition of a Y adaptor (see below).

The **Command Control Joystick** (A), by Wico (\$30), features fire buttons on handle and base (you choose which to use before you play) and is so popular it even has its own add-ons: **Octoputs** (B) and **Hand Saver** (C), both by Video Masters. Octoputs (\$3.95) are suction cups that replace the four little feet at the base of the stick, allowing it to attach firmly to any smooth surface. Hand Saver (\$4.95) is a spongy sleeve that fits around the stick itself, preventing blisters in marathon sessions.

We liked Wico's **Command Control Red Ball** (D) even better, because the ball grip gives it a real arcade feel (\$35). Wico also makes an adaptor (E), allowing these sticks to work with Odyssey<sup>2</sup> units that have plug-in controllers (\$10).

**Prostick II** (F), by Newport Controls (\$25), is smooth and responsive and fits nicely in the (adult) hand. The fire buttons are conveniently located, and the newest version can be set for four- or eight-directional function, minimizing the risk of making a wrong turn. Also excellent is **Prostick III** (G), for ColecoVision (\$30), with a built-in adaptor into which the basic Coleco keypad controller attaches. Without the adaptor, you'd be unable to use the keypad to enter a skill level and bring the game up on the screen, much less use any special-function buttons.



## ★ MOUSE TRAP

(Coleco, 1-2 alt., under \$30)

The twist here is that you can alter the maze as you play. Which gates to open and close, and when, are decisions that must be made instantly—your onscreen persona, a mouse, is being chased by cats. While trying to eat all the cheese in the maze, your mouse collects bones, which turn it into a dog just itching to get its teeth into a domestic shorthair. When a hawk flies by, get out of its way (hawks eat both mice and dogs).

The ColecoVision controller action—requiring you to use four buttons and the knob simultaneously—is hard to master. The Atari joystick is no better (and that version lacks the hawk). The Intellivision version was not available for play-testing.

## MS. PAC-MAN

(Atari, 1 player, \$36)

She's here, and she's a beaut! There are four progressively difficult mazes on each skill level. You can start with one ghost (level 1) and work up to four. Learn when to eat energy pills and how to use the tunnels to elude the ghosts and slow them down. The passing fruits may be sucker bait—don't risk a life for a few hundred points. Eat the dots near the center early, because they'll be hard to get to later. Since the ghosts make random "decisions" at certain points in their routes, trying to figure out patterns is probably a waste of time. And by all means get a good joystick—quick, accurate turns are a must. In graphics and gameplay, a vast improvement over the 2600's Pac-Man.

## PEPPER II

(Coleco, 1-2 alt., under \$30)

You have to complete four mazes by "zipping up" all their rooms while roaming "eyes" try to stop you. Enclosing certain rooms enables you to hit the eyes for bonus points. When you're stuck, escape to one of the other mazes. Complete all four and you get a noisy celebration, an extra life, and four more mazes. On all skill levels but the easiest, a "zipper ripper" unzips unfinished rooms—avoid him. The harder skill levels are tougher than fixing a sprung zipper.

## QIX

(Atari, 1-2 alt., \$32)

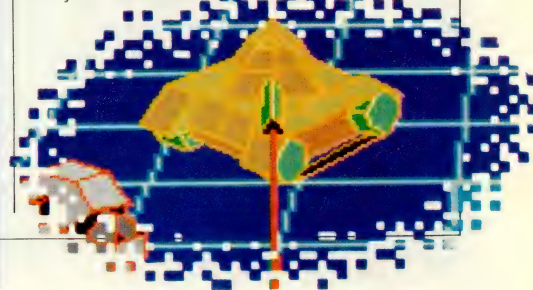
Still one of the most unusual arcade games, Qix has been faithfully translated to the home screen. The object is to fill in with patterns as much of the rectangular playing screen as possible, avoiding the deadly Qix. Try to trap the Qix into a small space, which will allow you to seal off most of the board with a single move and earn a huge bonus. Meanwhile, don't rest too long or you'll be pursued by an increasing number of deadly Sparx. Qix is the rare video game that is nonviolent. The goal is not to destroy, but to draw in strategic patterns.

## RIDDLE OF THE SPHINX



(Imagic, 1-2 alt., \$30)

You, Pharaoh's son, must cross the desert to the Temple of Ra and free your people from Anubis. On your way you'll meet the goddess Isis (please her and she'll give you a treasure); nomad traders (watch your pocket); scorpions and thieves (kill them); and Anubis himself (avoid him like the plague). At every pyramid, temple, and sphinx you must offer a sacred object or treasure. If you play your treasures right and don't get stung or stoned to death, you'll reach Ra and face the final riddle. Learn the game with the skill switch on "B"; then move it to "A" and fasten your seat belt.



PHOTOGRAPHS BY STAN FELLERMAN

Questar's **Blaster** (H) is ideal for those who like large, arcade-like controllers; the four fire buttons place two different fire functions in easy reach for either righties or lefties (\$15).

Intellivision owners with blistered thumbs can pad their control discs with **Thumb Saver** (I), from Video Masters (\$3.95). Those who prefer sticks can replace their Intellivision disc controllers with **Injoy-a-Stick** (J), by Video Product Sales, \$11 (different versions of which are needed for Intellivision I and II), or wait for entirely new controller keypads being promised by Wico, Amiga, and even Mattel itself.

Trak-balls are indispensable for full enjoyment of games like Centipede and Missile Command, and Atari's **Trak-Ball** for the 5200 (K) and Wico's for the 2600 (L) are both superb, arcade-quality controllers (they cost \$70 and \$50 respectively).

For ColecoVision, **Expansion Module II** (M) includes steering wheel and foot pedal, comes with a Turbo cartridge, and will eventually be used for other driving games (\$70). The **Super Action Controller**, with three color-coded triggers, is designed for quick and complex play in Coleco's sports games like Baseball, which comes with it (\$70). It's due out in October, but was not available for play-testing at press time.

The most unusual controller to date is the **Joyboard** (N), from Amiga (\$50 for the 2600 version; \$60 for the ColecoVision). The player stands on it and shifts his weight (even the weight of a child can make it work) to cause four-directional movement on screen. While most suitable for games like Skiing (which comes with it), the Joyboard can also be used with such four-directional games as Pac-Man—the difficulty of making quick turns will keep your score low, but you'll get lots of exercise.

The **Y adaptor** (O), from Questar, Zircon, and other companies (about \$10), allows you to use any Atari-compatible joystick with ColecoVision, while keeping the necessary Coleco keypad plugged in. The **Reverse Y** (P), from Prostick and Questar (\$10), allows you to hook up a joystick to two ports on an Atari 2600, which means you can buy just one expensive joystick and share it in a nonsimultaneous two-player game.

In the odds-and-ends category, **Lefty** (Q), from Sun-Com (\$6.95), plugs into any joystick with a fire button favoring righties and turns it into a southpaw's dream. Finally, companies like Sun-Com, Newport, and Questar make extension cords (R) that allow you to carry your joystick 6 to 12 feet away from the TV (\$5 to \$10), so you can play from your favorite easy chair across the room—if your eyesight is good enough.



## RIVER RAID

(Activision, 1-2 alt., \$32)

As you head upriver in a low-flying plane, you must shoot your way through enemy ships, blast bridges, dodge enemy planes, avoid islands, and fly over refueling sites. The theme is familiar (from games like *Scramble*), but in this game the scenery scrolls from top to bottom rather than right to left. For a VCS game, the graphics are unsurpassed; the wide blue river and lush jungle are soothing images that manage to make the combat a relaxing experience.

## ROBOTANK

(Activision, 1 player, \$35)

The radar in your tank cockpit shows an enemy tank behind you. Swinging around, you get it in your sights and prepare to fire. Suddenly your computer flashes a fog alert, and now you can see your quarry only in that split second when it fires at you. Should you shoot, relying on your radar, and risk getting hit? How will you act if your radar is destroyed? What will you do at night, when you're in snow and lose traction? This isn't a game—it's a grim battle.

## SEAQUEST

(Activision, 1-2 alt., \$32)

Your mission: Rescue six divers with your submarine, avoiding or shooting fish, enemy subs, and a surface patrol boat. When you have to return to the surface for air, a full load of divers will disembark, but one diver will be lost if you have only five or fewer aboard. Each successful mission brings faster, more plentiful fish and enemy subs, and you'll need every possible trick—firing, darting, taking refuge behind the tail of an adversary—to survive. We find it hard to keep up the frantic pace for long.

# -RERUNS-

These are the games with real staying power. All were reviewed in last December's home video section, and a year later we still play them again and again.

**B-17 Bomber** (Mattel, for Intellivision with Intellivoice, \$36) You switch views from cockpit to gunnery position to bomb bay doors and back in this simulation of a World War II raid over Germany; it's not easy to make it safely back across the Channel.

**Berzerk** (Atari, for the 2600, \$30; G. C. E., for the Vectrex, \$40) In this labyrinth game, don't miss the variations that include Evil Otto, who bounces onto the screen when you linger in any room for too long.

**Centipede** (Atari, for the 5200, \$40, and 2600, \$35) Our favorite Trak-Ball game, this superb adaptation of the arcade hit is also excellent in the 2600 version, despite simpler graphics.

**Communist Mutants From Space** (Starpath, for the 2600 with Supercharger, \$15) On level nine of this exciting shoot-'em-up, you'll do well to survive five seconds if you choose an option without shields; lower levels offer more reasonable play.

**Demon Attack** (Imagic, for Intellivision, \$40; the 2600, \$30; and Odyssey<sup>2</sup>, \$35) In this video incarnation of *The Birds*, the Intellivision version offers an extra screen where you battle a spectacular mother ship.

**Donkey Kong** (Coleco, for ColecoVision, 2600, and Intellivision, under \$30) Though simpler than the arcade game, the best version—for ColecoVision—gives you three different boards that are more than sufficiently challenging at skill level four. (For the sequel, *Donkey Kong Jr.*, see page 50.)

**Fireball** (Starpath, for the 2600 with Supercharger, \$15) A video game with a sense of humor, this variation on the Breakout theme will have you juggling balls fast and furiously.

**Frogger** (Parker Brothers, for the 2600, \$30) Frogs have a tough life, especially when they have to cross busy highways and crocodile-infested rivers; it's one of the best arcade adaptations for this system.

## The Great Wall Street Fortune Hunt

(N. A. P. C. E. C., for Odyssey<sup>2</sup>, \$50) Buy low and sell high—but how quickly can you react to news bulletins and changing prices as they scroll across your screen?

**Hyperchase** (G. C. E., for Vectrex, \$30) Racing against the clock on crowded, winding roads, you can only hope to minimize your crashes, not eliminate them; outstanding sound effects, especially the engine shifting through all four gears.

**Micro Surgeon** (Imagic, for Intellivision, \$40) A weird idea that works: You maneuver your microscopic submarine through a patient's bloodstream, blasting away tumors and blood clots on the way. Fortunately, it's not at all realistic.

**Mine Storm** (G. C. E., for Vectrex) You can rotate smoothly, thrust, and use hyperspace while blasting increasingly dangerous arrays of mines. The game, built into every Vectrex, beautifully shows off the system's capabilities.

**Missile Command** (Atari, for the 5200 and 2600, \$30) You defend your cities by rapidly setting off explosions to annihilate incoming missiles in this excellent version of the arcade hit.

**NFL Football** (Mattel, for Intellivision, \$30) The key to winning is ball control, so when in doubt, punt for field position and try for an interception; this is still our favorite video football game.

**Pac-Man** (Atari, for the 5200, \$40) You'll get better at avoiding the four pursuing monsters if you learn each one's idiosyncracies; but mastering the necessary quick turns with the Atari joysticks may prove impossible. (The 2600 version is dull graphically and, in comparison with other games available for that system, rather ordinary.)

**Pitfall** (Activision, for the 2600 and Intellivision, \$32) In this adventure maze game, Pitfall Harry climbs, swings, and jumps past hazards while accumulating treasure.

**Star Raiders** (Atari, for the 5200 and 2600, \$40) Besides mastering ship-to-ship combat tactics, you must watch your instrument panel and stay up to date on the status of the galactic chart, no easy task.

**UFO** (N. A. P. C. E. C., for Odyssey<sup>2</sup>, \$33) A game of reflexes rather than strategy, this is still one of the best shoot-'em-ups for this system.

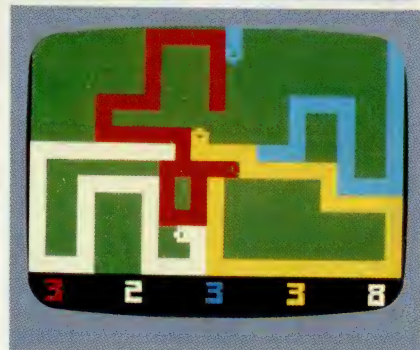
## SHARK! SHARK!



(Mattel, 1-2 sim., \$14-19)

You're a little fish in a big pond. You eat littler fish, bigger fish eat you. At every 1,000 points you grow one size and can eat fish you used to avoid. At size 5 (the maximum), food is everything but jellyfish and sharks. If you kill a shark you get a big bonus—but it isn't easy. When you lose a life you return to size 1 and go back on a diet. In the two-player version, you each control one fish and compete for food. When one grows, the other had better keep his distance.

## SNAFU



(Mattel, 1-2 sim., \$30)

You and an opponent (or the computer) each create a maze of trails and try to get the other to run out of space so he'll crash into your trail or his own. In some variations you can cross a trail diagonally, which is hilariously confusing. The game offers unusually good two-player interaction. The sluggish controllers, however, detract from an otherwise exciting game of pure strategy.

(Continued on page 56)



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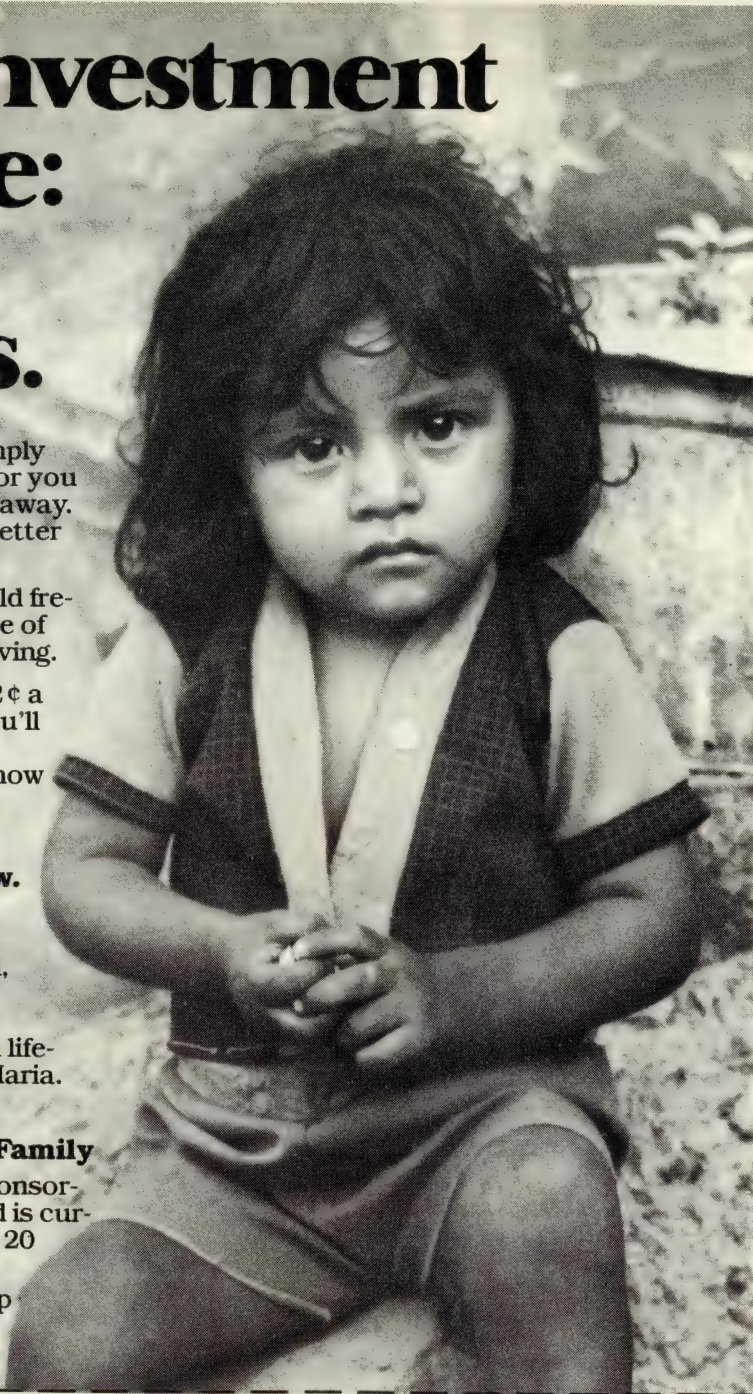
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## SOCCER



(Atari, 1-2 sim., \$32)

Nearly as much fun as the real thing, especially for two. The action, with throw-ins, corner kicks, and headers, is fast and lifelike, and the computer-controlled goalies are tough. Loft the ball at three heights or kick it along the ground, switch control from one fieldman to another, or move a man off-screen to make him reappear on the other side—a vital strategy. The time for each half can be varied from 5 to 45 minutes.

## SPACE PANIC

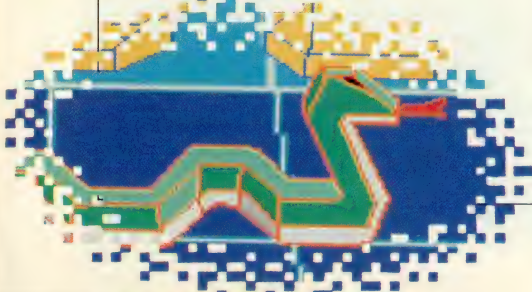
(Coleco, 1-2 alt., under \$30)

The idea is to dig holes in four levels of girders so that the monsters chasing you will fall into them. When one dies, bury him quickly or he'll get up mad and harder to kill. If you dig your holes cleverly, you can make a monster fall more than one level and earn a bonus. The "boss" and the "don," two meaner meanies, die only when they fall on top of one of their cohorts (or vice versa) or fall two or three levels. Plan your routes carefully, and dig no hole until it's time.

## TAPEWORM

(Spectravideo, 1-2 alt., \$30)

You control the head of a worm, which goes around eating beans that appear at random on the screen. Each bean you eat adds to the worm's length; this makes him harder to maneuver, because he dies if he gets tangled up and crosses his own tail. Taking too long to get to a bean means you have to eat two penalty dots before advancing to the next board. Different obstacles appear on screens two and four, but screen three—where the screen goes dark and you have to remember where beans are from a quick glimpse—is the most challenging and the most fun. The game can be played at two different speeds; if you pick the slow one, you'll be able to make more accurate turns, but it will be harder to escape the predatory spider and bird that periodically attack.



## TURTLES



(N.A.P.C.E.C., 1-2 alt., \$35)

Just because the characters and sound effects are cute and the screen looks pretty, don't assume this maze is a pushover. You're a turtle trying to pick up all the baby turtles and bring them to a house. The babies are hidden in boxes concealed by question marks, but under one question mark lurks a sleeping beetle. Waking him may be the last thing you ever do. While you're running around saving babies, other beetles are chasing you and getting smarter by the second. You carry a small supply of bombs that explode when a beetle runs over them. These must be used with care, since a second bomb can't be dropped until a beetle runs over the first—and smart beetles might not. On the succeeding seven levels you face smarter beetles, and more of them.

## VANGUARD

(Atari, 1-2 alt., \$40; \$30 for the 2600)

Vanguard presents you with a logistics problem: navigating your ship through six bizarre space zones (First, Rainbow, Styx, Stripe, Bleak, and Last). On the 5200, each zone has outstanding graphics, music that signals changes in the game, and a challenging obstacle course. Your best bet is to stay near the middle of the screen, blasting a path straight in front of you. Watch for the occasional energy tanks that can give you temporary invulnerability. In the 2600 version, the graphics are uninteresting, the obstacle course is simple, and there's no music.

## VENTURE

(Coleco, 1-2 alt., under \$30)

Your task is to pick up treasures in oddly shaped rooms and kill the monsters guarding them. Each room contains one treasure and a different challenge—the monsters may appear after you've got the bauble and try to stop you from leaving, or they may teleport from place to place. Also in each room is an indestructible monster that appears a minute after you enter—so hurry up. When you complete one level you go to the next, where more harrowing hazards await. Probably you'll never collect all 36 treasures.

The 2600 version lacks music, and its graphics and gameplay are decidedly unexciting. The Intellivision version was not available for play-testing.

## VOLLEYBALL

(Atari, 1-2 sim., \$30)

While the sun sets and the surf whooshes in the background, you control a two-player "beach" volleyball team. You must serve, set up, and spike the ball, using its shadow as a reference point. But when the sun has set, forget about returning spikes. If you can't find a human opponent, the computer is a worthy, hard-to-beat adversary.

## WEB WARS



(G. C. E., 1-2 alt., \$35)

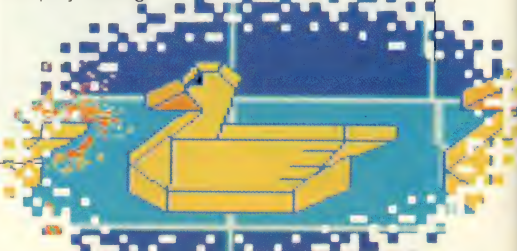
This high-speed thriller requires split-second timing and quick thinking. You're a sort of intergalactic big-game hunter, capturing fantasy creatures for your trophy room. While hunting, however, you must deal with unfriendly drones, and an antisocial dragon that blocks your escape portal. The best way to handle them is usually to whiz through the web of the title at top speed, blasting drones as soon as they appear. Otherwise, they'll chase you and make your life miserable. As for the dragon, his reflexes are slow, so you can outsmart him if you move quickly and in unpredictable patterns.

## ZAXXON

(Coleco, 1-2 alt., under \$40)

Zaxxon is a robot warrior that you must destroy with energy blasts from your fighter plane. But first you have to knock out enemy laser and rocket batteries (meanwhile refueling by shooting fuel tanks), and then eliminate Zaxxon's defender squadrons in open space. Finally you get to take on Big Z himself, and he's a formidable foe. The 3-D graphics are stunning and turn what would otherwise be a merely good fly-and-shoot game into an unusual and exciting one, especially in the ColecoVision version.

The Intellivision version was not available for play-testing.





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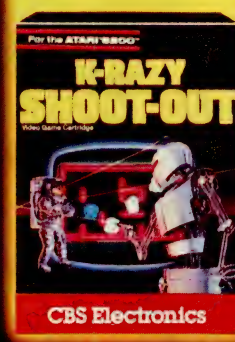
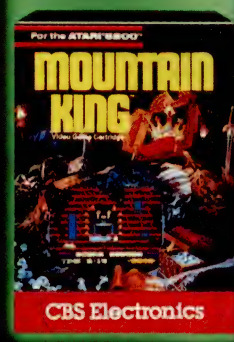
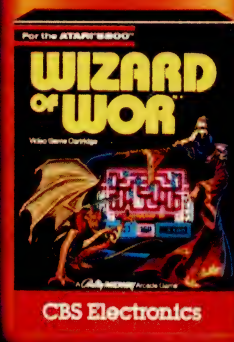
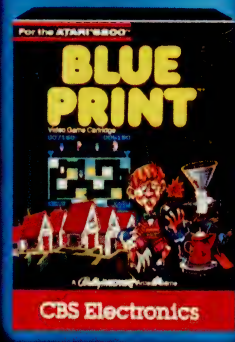
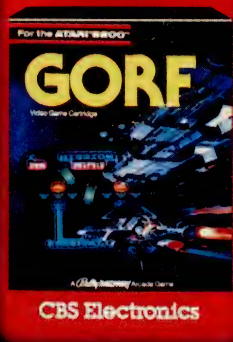
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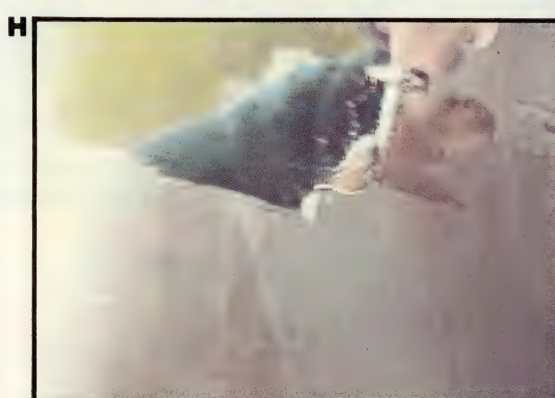
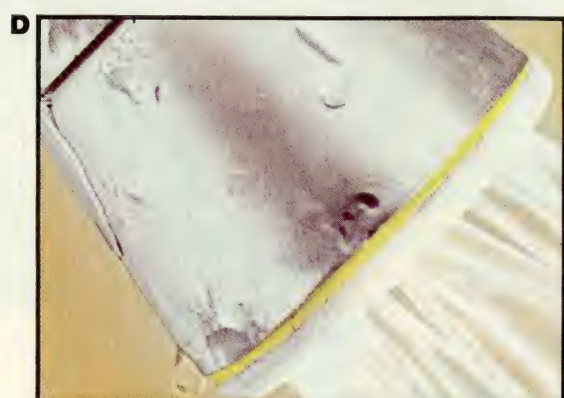
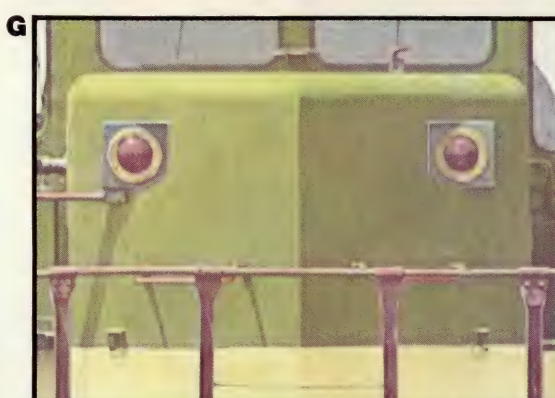
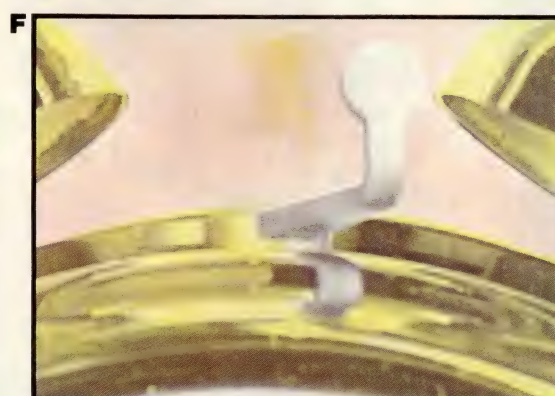
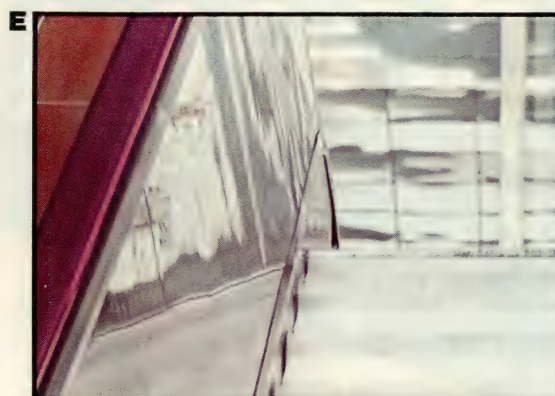
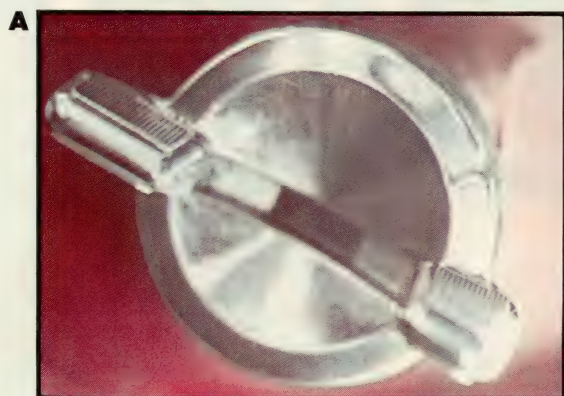
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where the excitement  
never ends.



During the course of a common activity, our photographer snapped the Eyeball Benders seen on this page. Can you (1) identify the images; (2) name the activity; and (3) put the images in chronological order?

*Answer Drawer, page 73*





# Who says crime doesn't play?

## SAFE CRACK™ MYSTERY COMBINATION GAME

Find the clues that will crack the combination to the safe!

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Ages 8 to Adult.  
For 2 to 6 Players.

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# ★ WILD CARDS ★

Edited by Stephanie Spadaccini

## FOR THE RECORD

### *Twin Cities, Etc.*

The name of a city, state, or country should be suggested by each of the pairs of words listed below. For instance, POPS and BAKED BEANS should make you think of Boston.

1. TRIANGLE and SHORTS
2. QUEEN and GAMBLER
3. BRIDGE and FOG
4. DOLL and SYNDROME
5. RANGER and INSTRUMENTS
6. FATS and VIKINGS
7. PEACH and BROWN
8. DUTCH and STATION
9. REEL and HAM
10. FALLS and LINEMAN
11. SEVEN and FIRE
12. INK and RUBBER
13. STORY and CREAM CHEESE
14. PROJECT and TRANSFER
15. GIRLS and DREAMING

—Laurie Eynon

Answer Drawer, page 72



## NO KIDDING

### *Beetle-Mania*

The first Volkswagen Beetles were imported to the United States in 1949. How many were sold in the U.S. that year?

- |       |          |
|-------|----------|
| a. 2  | c. 200   |
| b. 20 | d. 2,000 |

—C. J. Oates

Answer Drawer, page 72

## TEASERS

### *Sportsperson's Quiz*

You're watching the six o'clock report, and it's time for the sports news of the day. If your first instinct is to switch channels, or pick up a magazine, or start wall-papering the dining room, don't worry. You'll probably still be able to answer the following questions.

1. What National Football League team does not bear the name of a city or a state?
2. What two Major League baseball teams' names don't end in the letter s?
3. In what sport do you use a racquet, but not a ball?
4. In what sport are the athletes' numbers visible exclusively above the neck?
5. In tennis, name four terms that end in the letters ET.

—Jerry Dudek

Answer Drawer, page 72

## NUMBER PLAY

### *It All Adds Up*

Not only does this addition problem make sense as it stands, but the letters can be replaced by numbers which also add up. There is only one solution (although the numbers for N and O may be reversed), and it can be arrived at by logical deduction, without guesswork.

There are 10 different letters, one for each of the digits (0-9).

S	E	V	E	N	
T	H	R	E	E	
		T	W	O	
<hr/>					
T	W	E	L	V	E

—Raymond D. Love

Answer Drawer, page 72

## HALL OF FAME

### *Joiners*

We've taken the letters below from the middle of the names of famous people. Each set includes at least one letter from both the first and the last name. For example, LYNM would be MARILYN MONROE, as would YNMO or NMON. Who are the others?

- |          |          |
|----------|----------|
| 1. NEFO  | 11. OMOS |
| 2. ALUG  | 12. AHFA |
| 3. BLOP  | 13. SARM |
| 4. ENZZ  | 14. YEDU |
| 5. NHOF  | 15. INYT |
| 6. GOST  | 16. IEDI |
| 7. NOPA  | 17. ECHE |
| 8. ITAK  | 18. DIAM |
| 9. LOTH  | 19. LALA |
| 10. SEEW | 20. TEDA |

—Douglas and Janis Heller

Answer Drawer, page 72

## LOOK

### *Four by Four*

Wayne placed six quarters in the pattern shown here. "There are three straight lines, each containing three quarters. I bet you a dollar that you can't move just one of the coins and create more than one straight line each with a dollar's worth of quarters."

Phil, Will, and Lil each took on the bet, and each came up with a different solution. How did all three win?

—D.P.



Answer Drawer, page 72



ARIAPITA

## ANNOUNCING



# The 1983 Great Maltese CIRCUMGLOBAL TROPHY DASH

CASCADE

CUTHBERT

CIRCULAR

This is your invitation to the grandest touring challenge in the world. The fourth annual competitive *circling* of the globe. At your *kitchen table*. On *maps*.

More than 4000 people set out on last year's competition. At the end, we asked them if they expected to be back this year. **96%** of their answers were **YES**.

- **A jolt of challenging, invigorating, satisfying happiness!**
- **The most enjoyably sophisticated game I've ever had the pleasure of playing.**
- **Different from anything we've ever done in our lives.**

The entry fee is \$18 for a single entry, or \$17 each for two or more — invite a friend. We'll send separate sets of all materials — instruction books and sheets of maps — and we promise to more than double your fun.

We'll send everything you'll need on September 30 or, for later entries, as soon as we hear from you (entry deadline: October 27).

The Circumglobal Trophy Dash: the only money-back-guaranteed around-the-world tour you'll *ever* find. We hope you'll join us.

- ***I thought I was gonna die!***
- ***I wish it would have never ended.***

The Trophy Dash  
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Entry fee payable to 'Trophy Dash': \$18 for one, or \$17 each for two or more (enclose separate sheet for extra names and addresses). [If sending Canadian dollars, please add \$5 per entry.]

name

address

city

state

zip

OCEAN



## WORDPLAY

## Polarities

The first and last missing words in each of these verses are opposites or complements of each other. When you've decided on the first, change one letter (without rearranging the letters) to arrive at the next, then again change one letter to find the third, and so on, as in a laddergram.

**But We'd Ride Too If We Could**  
Brave fellows, come and lend a

\*\*\*\*;

We'll march as one to Kelly's

\*\*\*\*;

We lads are linked by such a

\*\*\*\*

As makes us each of t'others

\*\*\*\*.

Our drink we'll share, our \*\*\*\*  
divide,

And march by \*\*\*\* while rich  
men ride.

**Too Good To Be True**

He's \*\*\*\* of heart, the \*\*\*\* of  
guy

Who won't get \*\*\*\*, or even try.

From every \*\*\*\* his goodness  
seeps;

If he must \*\*\*\* a pear, he weeps.

A \*\*\*\*'s more bellicose than he,

He's \*\*\*\* to like, at least for me.

**Metropolitan Life**

I live in the \*\*\*\*, and frequently  
\*\*\*\*

The plays and ballets I can go to  
each night.

There isn't a \*\*\*\* of our cultural  
state

That my \*\*\*\* and I couldn't en-  
joy; but our \*\*\*\*

Is to limit our cultural \*\*\*\* to TV.

Folks down on the \*\*\*\* get more  
culture than we.

—from *Word Puzzles* (Red Dembner Enterprises Corp.) ©1983 by Willard R. Espy

Answer Drawer, page 72





#### NUMBER PLAY

##### *Mixed Nuts*

A confectioner buys peanuts for 64 cents a pound and pistachios for 80 cents a pound. He mixes them and sells the mixture for 86 cents a pound, making a 25 percent profit. How many pounds of each must he mix to make 100 pounds of nuts at the same profit?

—Henry Leabo

Answer Drawer, page 72

#### TEASERS

##### *Not Tonight, I Have a Headache*

The brand name SERUTAN, spelled backward and minus its first letter, is NATURE. What well-known pain reliever also forms a common six-letter word when the first letter is removed and the remaining six letters are spelled backward?

—M.R.

Answer Drawer, page 72

#### FOR THE RECORD

##### *On the Street Where Most Everybody Lives*

One of the names listed at right, when combined with either Street, Avenue, Place, Terrace, etc., is the most common street name in the U.S. The other four on the list are not even among the top five.

Which of the five is number one?

1. Main
2. Elm
3. Broadway
4. Park
5. First

—B.S.

Answer Drawer, page 72

#### STUNTS

##### *Schnibbling*

No, this is not a colorful name for a runny nose or some fancy footwork on the basketball court. It does, however, require its share of body-mind coordination, and once you master it, you may be completely hooked. And all you need to get started is a sturdy wire hanger and one penny.

Bend the wire hanger into a diamond shape. Turning the hanger so that its hook is at the bottom of the diamond, place your index finger in the upper crook of the diamond. Now try to balance a penny on the point of the hook. If you've made it this far, you're ready to schnibble: Slowly, twirl the hanger without dropping the penny. And whenever you're ready—easy now—try reversing directions. Remember: A penny schnibbled is a penny turned.

—B.D.K.

#### TRIVIA

##### *Moving Pictures*

The actors listed below appeared in films in which some form of transportation figured prominently. Can you name the film and the type of vehicle in each case?

1. Richard Pryor & Gene Wilder
2. William Shatner & Ricardo Montalban
3. Robert Hays & Julie Hagerty
4. Robert DeNiro & Cybill Shepherd
5. Peter Fonda & Dennis Hopper
6. Dean Jones & Michele Lee
7. Dennis Christopher & Barbara Barrie
8. Walter Matthau & Robert Shaw
9. Kathryn Grayson & Howard Keel
10. Gene Hackman & Shelley Winters

—Edward Stevenson

Answer Drawer, page 72

Now that you've  
set the world on fire  
enjoy some of  
the warmth.



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"I didn't surprise Neal," Barstow said quietly, "he surprised me. Exactly as you did. With a gun.

"Neal was coming out of the opening in the siding, carrying the latest valuables with him, wrapped in the Ghoul costume. When he spotted me, he whipped out his gun and forced me back into the room. He told me he would have to kill me because I knew his secret. I acted in self-defense."

Barstow's intrepid mask had now fallen. Hands half-raised and shaking visibly, Barstow shied away from Harroway's gun muzzle as he repeated, "Only in self-defense—like this."

Listing to the right, he suddenly brought his left hand straight up and clutched Harroway's right wrist, then twisted his hand until the gun was pointed at Harroway's temple. Here, Barstow's defensive effort faltered. His grip loosened enough for Harroway to wrench his wrist free. But, as Harroway made his move, he momentarily tightened his fist and squeezed the trigger. There was a deafening blast, and Harroway's body slumped to the floor—exactly as Stowbridge's had when Barstow had tricked him with the same ruse.

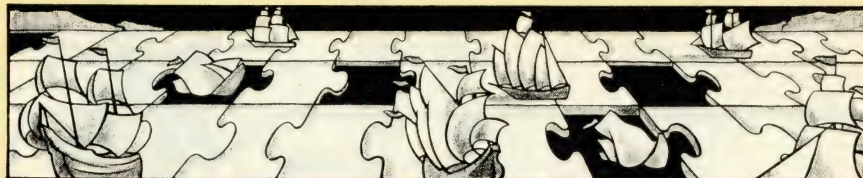
Nigel Barstow didn't wait to study his fatal handiwork. He picked up the screwdriver and all the extra screws. He stuffed Harroway's hand-written report into his coat pocket. He opened the inner and outer panels, stepped outside, and shoved both panels closed.

A short while later the sheriff came to Stowbridge Lodge in response to an earlier call from Harroway, who had said that he "might have something to tell him." The sheriff, who now had the combination, opened the steel door. Inside he saw Harroway's body.

Nothing in the room had been disturbed and the gun was Harroway's own. So again, the only verdict possible was suicide. The sheriff had to go along with it, but he wasn't satisfied. "Someone must have the answers," he mused.

Nigel Barstow had them. He was already driving to the airport with a load of luggage that contained many items far more valuable than the hunting equipment he was taking up the Amazon. As he drove he thought to himself that his career in crime, though short, was rather special.

As a criminal who had returned to the scene of his crime, he had repeated the crime itself and duplicated a sealed-room mystery to exactitude. What was more, the victim of his second crime was the only man who had solved the first. And to top it off, Barstow had done both strictly in self-defense.



#### WORDPLAY

### Colorful Insults

*Bertrand and Chernitz were an odd couple; their friendship, an inchoate alchemy of traded insults. The phrase "inchoate alchemy" conceals the color teal, and the rest of the story of this unlikely pair contains 57 colors, some hidden, like "teal," some not. How many can you find?*

Beecham Bertrand was a dapper figure, stomach flat as if held by a truss, etched pewter cufflinks, pheasant plume in his hat. Conversely, Otto Chernitz wore slacks of a flashy fabric, knit T-shirt, and his latest fad, plaid running shoes.

Yet they spent every vacation together, feuding over millions of miles and continually bickering. This day they were meeting to plan a new trip. They met on neutral ground—a chic diner.

**Bertrand:** (Raising an eyebrow, naturally) I see your saucer is empty. Using a cup today?

**Chernitz:** Go on. Be as rotten as you can be. I get a charge out of it. (He poked his poached egg with his knife.)

**B:** You're using that utensil very adroitly. But it's the wrong one.

**C:** I'll handle my grub, you eat yours.

**B:** That reminds me of the time in Paris when I ordered ripe Brie. You wanted to know how they knew when to pick it.

**C:** Attaboy. Sterling try at putting me down. I may not know from fancy cheese, but I know what I like.

**B:** Certainly, old chap. Ricotta, mozzarella—pizza cheese. And you claimed the French bread was too crusty.

**C:** So stop already. Was I the one who got silly that night on a quart of burgundy?

**B:** But did I order a rye and ginger at Maxim's? You butcher, rye is for clods. When I dine with you all I lack is a lobster bib.

**C:** You're over the hill. You can't even handle money in those places, still you get all excited about manners. It's dumb.

**B:** Must ardor always be stupidity to you? I may be getting old but I'm not senile.

**C:** You want to call a cop, perhaps? Look. We came to plan your trip. So forget Nepal. Forget Kuala Lumpur, please. Forget Oran. Get Ulan Bator out of your mind. I got an idea. Let's bucket around the U.S.A.

**B:** Right. No point in going abroad with you anyway. You evince the stupidest anger in England because of the "funny" traffic; or, all the signs are "written funny" so you sleep in Korea. It doesn't matter a whit, every foreign country is "funny" to you.

**C:** And you carp each time. I just want to live my way. You give me the screaming meemies.

**B:** (Waving his ivory cigarette holder) Ravi! Olé! Too well put.

**C:** Look, if you use that gismo, keep it down. Now about the trip: We'll have to take your car, mine is busted. Yours is better anyway.

**B:** That's a reversal, mon ami. Yes, my Mercedes is better, and besides, I can't see myself in a scabrous Stingray.

**C:** Scabrous car! Let's forget it. I don't want to go on the crummy trip; get another sucker.

**B:** Another well-bred remark; thou hast won the game. Thy star is rising. Elegance is dead. I go nowhere with you.

**C:** Well, Fancy Dan, for once we agree. Never again.

This quarrel, like all of this odd couple's spats, proved ephemeral. Days later they left for a motor tour to the Blue Ridge Mountains, the Black Hills, and Yellowstone Park.

—M.E.S.

Answer Drawer, page 72



To Celebrate Our 10 Millionth Sale!

# Quartz Watches

## Only \$2

### With This Ad

**This is *NOT* a misprint.**

*This special offer is being made to celebrate the 10 millionth watch sale of the famous New York jewelry firm of Abernathy & Closther. It is open to every person who mails this original printed ad to the company address (below) before December 25, 1983.*

To celebrate its 10 millionth watch sale, the prestigious New York jewelry firm of Abernathy & Closther will distribute one million famous LCD Quartz Calendar Watches for only \$2 apiece to the first one million people who mail this printed ad to the company address before Midnight, Dec. 25, 1983.

These are the same famous LCD Quartz Calendar Watches to be demonstrated on national TV and advertised in *The New York Times* and other leading publications.

A true calendar watch, it displays the hour, minute and second—as well as the month and day—in full quartz digital mode. Its built-in quartz computer is so powerful it never needs winding and is accurate to within seconds per month.

These famous LCD Quartz Calendar Watches will not be sold at this price by the company in any store.

**NOTE:** This *original printed ad* must accompany your request. Copies or photostats are not acceptable.

To obtain one at this price, mail *this original printed ad* to the company address below no later than Midnight, Dec. 25, 1983.

Each watch carries a full money-back guarantee and will be replaced by the company, free of charge, if it ever fails to function.

There is a limit of 2 watches per address at this price, but requests which are mailed early enough (before Dec. 17) are permitted to request up to 5 watches.

To obtain your watch, mail *this original printed ad*, together with your name and address and \$2 for each watch. Add only \$2 shipping and handling no matter how many watches you are requesting. Specify Men's (Item #A22451) or Ladies' (Item #A22452). Mail to: **Abernathy & Closther, \$2 Watch Offer, Dept. 966-11, Box 1736, Hicksville, New York 11802.** (A22450)



# ANSWER DRAWER

## 6 Letters

### Golden Tidbits

1. Skookum Jim and Tagish Charlie
2. Eldorado Creek, a tributary of Bonanza Creek
3. Bob Henderson, a venerable prospector who, ironically, never made it big.

### True Confessions

I am 31; my mom is 59; and ol' Whiskers was 7 when he died seven years ago.

## 38 Cryptolists

### 1. Foods That You Eat With Your Hands

Spareribs  
Watermelon  
Ice cream cone  
French fries  
Hamburger  
Fried chicken  
Corn-on-the-cob  
Pizza  
Potato chips  
Sandwich

### 2. Movies About Animals

Willard  
Lassie Come Home  
That Darn Cat!  
Born Free  
Bedtime For Bonzo  
The Black Stallion  
Old Yeller  
King Kong  
Dumbo  
My Friend Flicka

### 3. At the Amusement Park.

Ferris wheel  
Roller coaster  
Fun house  
Carousel  
Shooting gallery  
Tunnel of love  
Kiddie rides

Ticket vendor  
Ring toss  
Balloons

### 4. Slang for "Great!"

Peachy keen  
The bee's knees  
Groovy  
The living end  
Awesome  
Right on  
Crackerjack  
Hunky-dory  
Out of this world  
Jim-dandy

### 5. Found in the "Junk Drawer"

Scotch tape  
Expired coupons  
Flashlight battery  
Ticket stubs  
Scrap paper  
Extension cord  
Shopping list  
Loose change  
String

### 6. Reference Books

Thesaurus  
Atlas  
Almanac  
Gazetteer  
Telephone directory  
Cookbook  
Field guide  
Crossword dictionary

## 10 Gamebits

### Fits and Pieces

The five words—Tennis player, Apple, Nurse, Giraffe, and Ostrich—spell out TANGO, acrostic-style.

### Baseball, Italian Style

Almost every detail is from left field:

The diamond is laid out like a tennis court; the catcher and pitcher are wearing different uniforms; the second baseman has no glove (or, if he's a base runner, he should be wearing the uniform of the hitter's team); the pitcher is wearing what looks like a cooking mitten; the catcher's mask is missing straps and should be over, not under his cap; the ball has no stitching; there's no home plate; and the only person who could swing from that batting stance is Baryshnikov.

With thanks to reader Kevin M. Darrow, Salt Lake City, Utah.

## 43 If ... Then

MYSTERY = 25. The key is the alphabetical rank of the doubled letter in each word—15 for the O in HOB0, 5 for the E in EGRET, 3 for the C in ACCEP, and 25 for the Y in MYSTERY.

## 33 Square Shooting

BOYS	UPSET	PANT
IRON	PULSE	LEER
DADA	STATE	ASHE
SLAP	SHOT	SENORA
	SOON	SHOTPUT
REDHOT	COONS	
ELIOT	JOLTS	TWO
FLAT	SAVES	CHIN
SAL	JONES	SHINE
	TOLET	BAINES
HOTSHOT	CARP	
ALIENS	BANKSHOT	
TILT	HEART	HOPE
EVES	OLIVE	OWES
SADE	TYLER	TENS

## 42 Double Cross

A. PEDESTAL	N. STATUTE
B. LEEK	O. ASTEROIDS
C. ARKWRIGHT	P. RIGHT
D. NETTLED	Q. ELFLIKE
E. TEST	R. METTLE
F. EARTHSHAKER	S. ENFETTERED
G. JOKESTER	T. MIKES
H. ENGLISH	U. BEAKER
I. AMETHYST	V. REGATTA
J. NIAGARA	W. ALL-FIRED
K. REEDS	X. NATIVITY
L. HIKED	Y. CHINOOK
M. YOKOHAMA	Z. EVENTUALLY

Writing is a big lake. There are great rivers that feed the lake, like Tolstoy and Dostoevsky. And there are trickles, like Jean Rhys. All that matters is feeding the lake. I don't matter. The lake matters. You must keep feeding the lake.—(David) Plante, *Jean Rhys: A Remembrance*

## 41 Cryptic Warm-Up Puzzle

### ACROSS

1. POOL. The answer POOL (defined as "swimming area") is LOOP ("circle") reversed, or reading "back."
5. SWALLOW. The word SWALLOW in two different senses means "gulp down" and "a bird."
6. ROUTINE. The answer ROUTINE ("a rut") is ROUTE going around IN.
7. EELS. The answer EELS ("fish") is REELS without its first letter, or "losing its head."

### DOWN

1. PASTRY. The word PASTRY ("dessert") is a combination of PAS ("dads") and TRY ("sample").
2. OPAQUE. The answer OPAQUE ("vague") is found within the letters of "pOP A QUEstion." The word "partly" suggests the answer is part of the phrase.
3. ALPINE. The word ALPINE ("in mountains") is an anagram of PLANE I. The word "crashed" suggests the rearrangement.
4. SWEETS. The answer SWEETS ("some candy") sounds like SUITES ("musical compositions"). The phrase "listen to" suggests the homophone.

## 70 Much Ado, II

"Leslie Parke-Shaw" is an anagram of "Will Shakespeare."

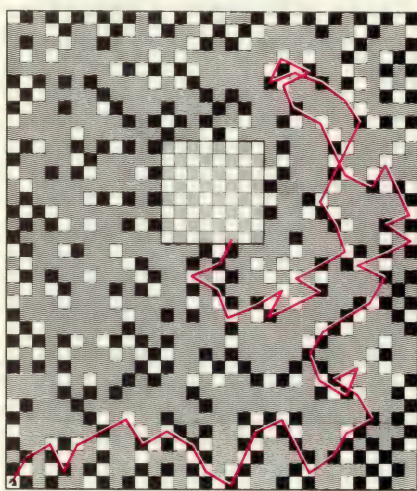
## 19 Locked Room Mysteries

Here is a brief bibliography of excellent locked room mysteries. Those currently in print are indicated by an asterisk; the rest are out-of-print and may be hard to locate. Most of the books, including those that are out-of-print, are available from my store—The Mysterious Bookshop, 129 West 56th St., New York, NY 10019; (212) 765-0900.

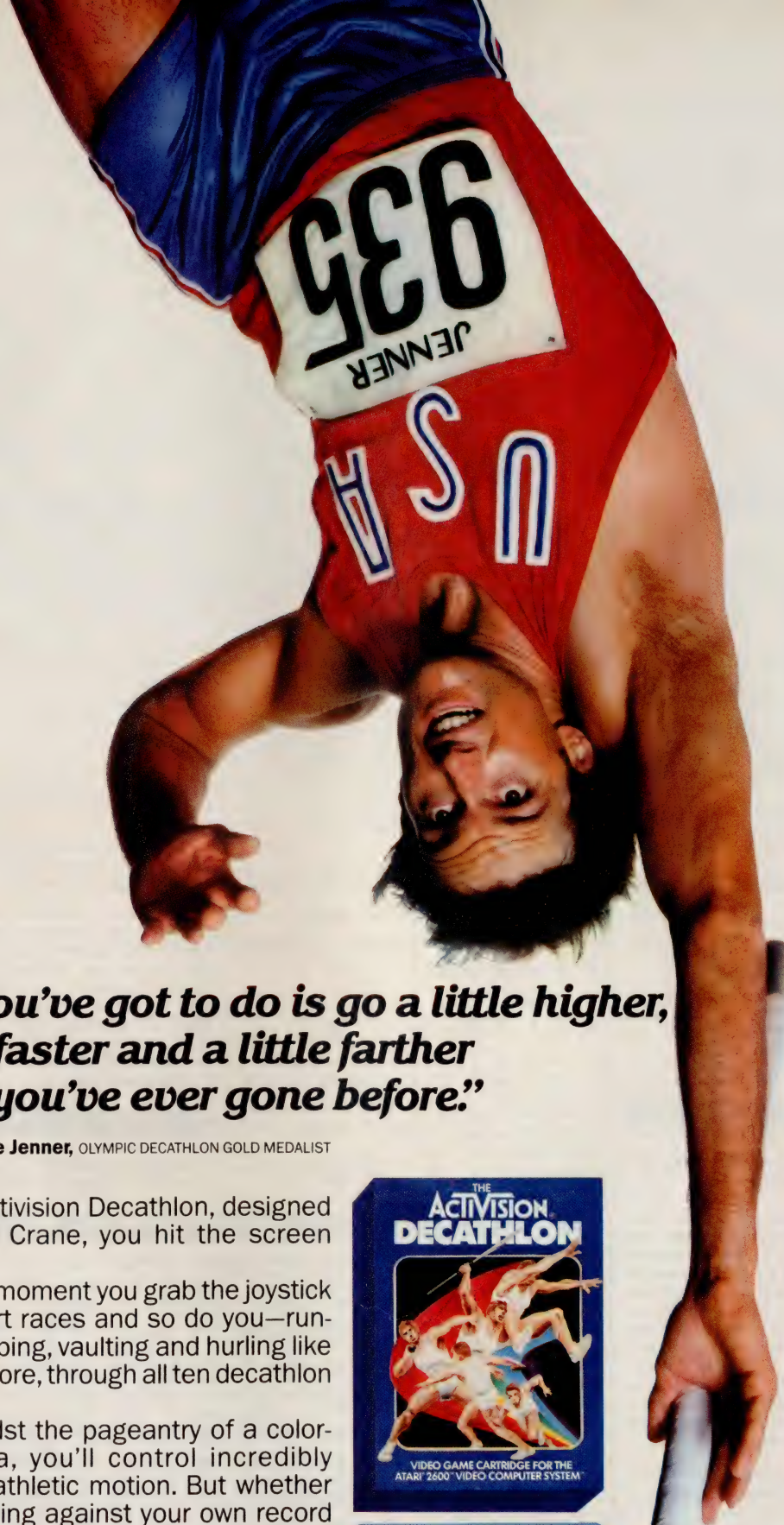
- \* POE, EDGAR ALLAN: "The Murders in the Rue Morgue," 1841. Various editions, including *The Illustrated Edgar Allan Poe*, Jupiter, \$7.50.
- \* DOYLE, ARTHUR CONAN: *The Adventures of Sherlock Holmes*, 1892. Various editions.
- ZANGWILL, ISRAEL: *The Big Bow Mystery*, 1892.
- \* LEROUX, GASTON: *The Mystery of the Yellow Room*, 1908. Dover, \$3.50.
- \* POST, MELVILLE DAVISSON: *Uncle Abner: Master of Mysteries*, 1918. Dover. \$3 (contains "The Doomdorf Mystery").
- \* VAN DINE, S.S.: *The "Canary" Murder Case*, 1927, and *The Kennel Murder Case*, 1933 (both Gregg Press, \$10.95 each). *The Dragon Murder Case*, 1933 (out of print).
- ABBOT, ANTHONY: *About the Murder of a Circus Queen*, 1933.
- \* CARR, JOHN DICKSON: *The Three Coffins*, 1935, Gregg Press, \$9.95; *The Crooked Hinge*, 1938, Collier, \$2.95.
- \* RAWSON, CLAYTON: *Death From a Top Hat*, 1938; *The Footprints on the Ceiling*, 1939; *The Headless Lady*, 1940. *No Coffin for the Corpse*, 1942; *The Great Merlini* (contains every Merlini short story), 1979. All Gregg Press, \$9.95 each.
- BOUCHER, ANTHONY: *The Case of the Solid Key*, 1941; *Rocket to the Morgue* (under the pseudonym H. H. Holmes), 1942.
- \* LE CARRE, JOHN: *A Murder of Quality*, 1962. Bantam, \$3.25.
- \* HOCH, EDWARD D: *The Thefts of Nick Velvet*, 1978. The Mysterious Press. \$10.

—Otto Penzler

## 40 Knight Moves







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than you've ever gone before."***

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## 35 Fangs for the Memory



## 36 Commercial Breaks

- 1-o. Honda—We make it simple.
- 2-k. Timex—Takes a lickin' and keeps on tickin'.
- 3-p. Listerine—"One time for me." "A second time . . . for me."
- 4-i. Pampers—Keeps your baby dry, right down to his toes.
- 5-j. Kodak—For the times of your life.
- 6-m. Maxwell House—Good to the last drop.
- 7-b. Panasonic—Just slightly ahead of our time.
- 8-c. Chiffon—Tastes like butter but it's not.
- 9-q. Dry Idea—It's drier, you're drier.
- 10-n. Bell System—Reach out and touch someone.
- 11-h. Kentucky Fried Chicken—It's finger lickin' good.
- 12-a. Chuck Wagon—Stops dogs in their tracks.
- 13-g. Chanel No. 5—Share the fantasy.
- 14-l. Hertz—Puts you in the driver's seat.
- 15-d. Hallmark—When you care enough to send the very best.
- 16-e. Kellogg's Special K—Take to the K.
- 17-f. Bounty—The quicker picker-upper.

## 14 Logic

## Dem Bones

The skeletons, from tallest to shortest, were Norman, Oscar, Sarah, Bob, and Eleanor.

## A Helluva Problem

All five answered the third question truthfully, leaving each of them one true response and one false response. Anyone truthfully accusing someone else of the deed (in reply to the second question) must have lied in denying his or her own guilt (responding to the first question). The accuser and the accused would then both be guilty. Since there was in fact only one culprit, those who named others as guilty did so falsely, and truthfully denied their own guilt. Only Marie Antoinette accused no one falsely and was not falsely accused. She answered the second question truthfully (though obliquely), and lied in professing her innocence.

## The Haunted Mansion

The silver chest contains the treasure, and is opened by KLEPH-NYORD-JARL-MLOR.

The bronze chest contains the wraith, and is opened by KLEPH-NYORD-JARL-MLOR.

The gold chest contains the djinni, and is opened by NYORD-MLOR-KLEPH-JARL.

For a detailed solution to the third puzzle, send a self-addressed stamped envelope to "Haunted Mansion," GAMES Magazine, 515 Madison Ave., New York, NY 10022.

## From September, page 43

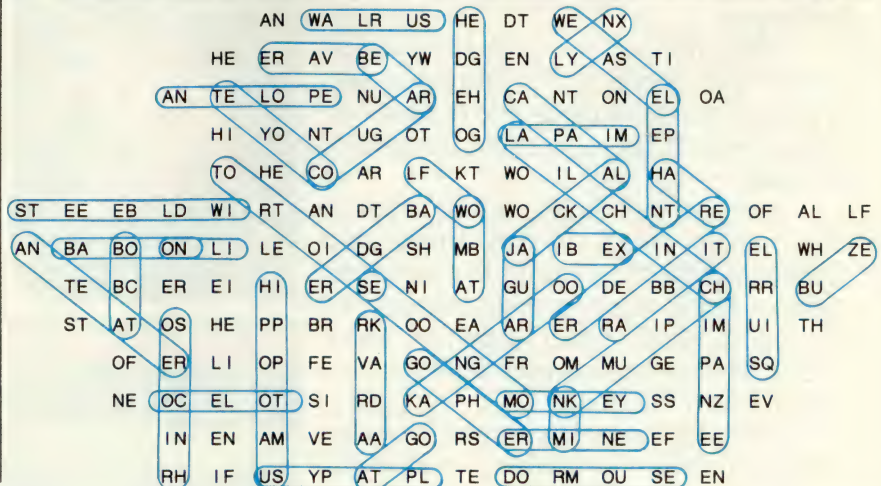
## 500 Rummy

Words	Points
A N T O N Y M	
4 5 6 A A A A	19
A S T R I D E	
6 6 6 6 9 10 J	53
D E A T H L Y	
4 5 6 K K K K	55
E A R T H L Y	
8 9 10 K K K K	67
F O R E V E R	
4 5 6 8 8 8 8	47
F O R L O R N	
4 5 6 3 3 3 3	27
G H A S T L Y	
2 2 2 2 J Q K	38
I M P I N G E	
7 7 7 7 3 4 5	40
M A R I T A L	
A 2 3 9 9 9 9	42
M A R R I E D	
A 2 3 10 10 10 10	46
M A R T I A L	
A 2 3 9 9 9 9	42
R E V E N G E	
8 8 8 8 3 4 5	44
S P O N G E S	
Q Q Q 3 4 5 6	48
S T A R L E T	
6 6 6 6 9 10 J	53
S T R A N G E	
6 6 6 6 3 4 5	36
S T R I D E S	
6 6 6 9 10 J Q	57
T I G H T L Y	
9 10 J K K K K	69
V E R T I G O	
8 8 8 9 10 J Q	63

Total Score

846

## 32 Two by Two



## 35 Syllasteps

DIC	TA	TOR	SHIP
STA	TION	MAS	TER
SANC	TU	AR	IES
PHO	TO	COP	Y
DEF	ER	EN	TIAL
TAX	I	DER	MIST
GE	RA	NI	UM
SAT	IS	FAC	TION

## 28 What Next?

1. (F) The sequence is playing cards: 10 (Bo Derek), Jack (Nicklaus), Queen (Elizabeth II), King (Kong), and ace high (Snoopy as the Red Baron, World War I flying ace).
2. (B) Astrological signs: Aries (Wendell Tyler of the L.A. Rams), Taurus (Ferdinand the Bull), Gemini (Kent Hrbek and unidentified teammate of the Minnesota Twins), Cancer (Buster Crabbe), and Leo (the MGM lion).
3. (E) Colors of the rainbow: Red (Skelton), orange (grove) Yellow (Submarine), Green(e) (Lorne), and Blue (Vida).
4. (A) Days of the week: Friday (Sgt. Joe), Saturday (Night Fever), Sunday (ice cream sundae), Monday (Rick, of the Los Angeles Dodgers), and Tuesday (Weld).
5. (D) Months: March(ing band), April (Dancer, The Girl from U.N.C.L.E.), May (Mae West), June (Lockhart), and July (4th of).

**Picture credits:** Bo Derek, King Kong, Buster Crabbe, Yellow Submarine, Saturday Night Fever, April Dancer, Mae West, and Tuesday Weld, Movie Still Archives; Jack Nicklaus, Wendell Tyler, Twins players, Rick Monday, and Vida Blue, Sports Photofile, Inc.; Queen Elizabeth, Red Skelton, orange grove, Lorne Greene, Joe Friday, marching band, June Lockhart, and July 4 fireworks, Globe Photos, Inc.; Statue of Liberty and the sundae, Freelance Photographers Guild, Inc.

## 27 Gorilla Warfare

"The surest way to make a monkey of a man is to quote him."—Robert Benchley



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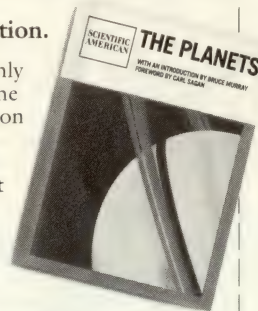
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# SCIENTIFIC AMERICAN



## 4 Your Move

### The Right State

Louisiana	Indiana
Alabama	Nevada
New Mexico	Georgia
South Carolina	

The initials spell LANSING, the capital of Michigan, whose eastern border with Wisconsin runs through Lake Michigan (not overland) and which also borders Ontario, Canada.

### Triple Laddergram

BALL	KERR
BALD	KERN
BARD	TERN
BARS	TARN
	TARS
JARS	
BARS	
BAAS	
BRAS	
BRAY	
DRAY	
DREY	

### Four Times Nine

- 1 =  $(9 + 9) \div (9 + 9)$
- 2 =  $(9 + \sqrt{9}) \div (9 - \sqrt{9})$
- 3 =  $(9 + 9 + 9) \div 9$
- 4 =  $(\sqrt{9} \times \sqrt{9} \div 9) + \sqrt{9}$
- 5 =  $(9 - \sqrt{9}) - (9 \div 9)$
- 6 =  $(9 \times \sqrt{9} \div 9) + \sqrt{9}$
- 7 =  $(9 \div 9) + \sqrt{9} + \sqrt{9}$
- 8 =  $(99 \div 9) - \sqrt{9}$
- 9 =  $(\sqrt{9} \times \sqrt{9}) - (9 - 9)$
- 10 =  $(\sqrt{9} \times \sqrt{9}) + (9 \div 9)$
- 11 =  $99 \div (\sqrt{9} \times \sqrt{9})$
- 12 =  $9 - \sqrt{9} - \sqrt{9} + 9$
- 13 =  $9 + \sqrt{9} + (9 \div 9)$
- 14 =  $(99 \div 9) + \sqrt{9}$
- 15 =  $(\sqrt{9} + \sqrt{9}) \times \sqrt{9} - \sqrt{9}$
- 16 =  $(9 \div 9) + \sqrt{9} + \sqrt{9}$
- 17 =  $9 + 9 - (9 \div 9)$
- 18 =  $(\sqrt{9} + \sqrt{9}) \times 9 \div \sqrt{9}$
- 19 =  $9 + 9 + (9 \div 9)$
- 20 =  $(99 \div 9) + 9$

### Much Ado

By analyzing the descriptions of their personalities, Mr. Parke-Shaw realized that each person's name was an anagram of the play he or she had chosen. Here are his answers and explanations, listed by seniority, from president to newest member:

HESTER CODMOORE FRY is the "witty" one, who is always finding "errors" in the minutes. The play she chose was *The Comedy of Errors*.

ALIUS J. CRAUSE, who once lived in Rome, is trying to depose his superior. He liked *Julius Caesar*.

MISS GERTRUDE M. MANDIHAM is described as "dreamy," and called Hester a "donkey's head." She picked *A Midsummer Night's Dream*.

LOUIS KAITEY is so acquiescent that he was ready to vote "as they like it," though his preference was *As You Like It*.

EDIE JOAN LUMORT has a boy and a girl, enjoys romantic novels and a good cry. Her choice was *Romeo and Juliet*.

THERESA WINLETT is cold-blooded, and enjoys winter sports. She wanted *The Winter's Tale*.

Mr. Parke-Shaw then selected the play by taking the first letter of each person's name as the list reads here: H.A.M.L.E.T.

By the way, have you figured out what *Leslie Parke-Shaw* is an anagram of?

Answer Drawer, page 66

## 24 The Sound of Music

### Ladies Aid

1. "Second Hand Rose," Barbra Streisand
2. "Bette Davis Eyes," Kim Carnes
3. "Georgia on My Mind," Ray Charles
4. "Long Tall Sally," Little Richard
5. "Maggie May," Rod Stewart
6. "Runaround Sue," Dion
7. "Honeysuckle Rose," Fats Waller
8. "Good Golly Miss Molly," Little Richard
9. "Eleanor Rigby," The Beatles
10. "Proud Mary," Creedence Clearwater Revival
11. "Alice's Restaurant," Arlo Guthrie
12. "Ruby Tuesday," The Rolling Stones
13. "Judy's Turn to Cry," Lesley Gore
14. "Help Me Rhonda," The Beach Boys
15. "Wake Up Little Susie," The Everly Brothers

### Hooray for Hollywood

1. *Midnight Cowboy*
2. *The Graduate*
3. *Deliverance*
4. *Butch Cassidy and the Sundance Kid*
5. *A Star Is Born*
6. *Saturday Night Fever*
7. *The Spy Who Loved Me*
8. *Nashville*
9. *Casablanca*
10. *Rocky III*

### Where or When?

1. "Strumming on the old banjo" and, in a later verse, "makin' love" ("I've Been Working on the Railroad," Traditional)
2. A banker with a motor car, a fireman with an hourglass, a pretty nurse selling poppies from a tray ("Penny Lane," Lennon/McCartney)
3. The Louvre Museum, a melody from a symphony by Strauss, a Bendel bonnet, a Shakespeare sonnet, and Mickey Mouse are possible answers from the first verse. ("You're the Top," Cole Porter)
4. "Up on the Roof" (Gerry Goffin/Carole King)
5. "Downtown" (Tony Hatch)
6. About half-past eight; "Darktown Strutters' Ball" (S. Brooks)
7. Slip out the back Jack, make a new plan Stan, hop on the bus Gus, drop off your key Lee ("50 Ways to Leave Your Lover," Paul Simon)
8. The salt in my stew, the starch in my collar, the lace in my shoe, the sail of my loveboat, the captain and crew ("You're the Cream in My Coffee," De Sylva/Brown/Henderson)
9. Denver and L.A. ("Please Come to Boston," Dave Loggins)
10. Watch me wallabies feed, keep me cockatoo cool, take me koala back, mind me platypus duck. ("Tie Me Kangaroo Down," Rolf Harris)
11. He said it was May, she was wearing gold, and a tenor sang; she said it was June, she wore blue, and a baritone sang. ("I Remember It Well," Lerner and Loewe)

### Where Credit Is Due

- |                    |                  |
|--------------------|------------------|
| 1. Carole King     | 4. Mick Jagger   |
| 2. Charlie Chaplin | 5. Joni Mitchell |
| 3. Pat Boone       | 6. Cher          |

### Spliced Tapes

1. "True Love" (Cole Porter)/"Wouldn't It Be Lovely" (Lerner and Loewe)
2. "Sympathy for the Devil" (The Rolling Stones)/"Misty" (Errol Garner/Johnny Burke)
3. "The Animal Fair" (Traditional)/"Someone to Watch Over Me" (George and Ira Gershwin)
4. "Still Crazy After All These Years" (Paul Simon)/"A Good Man Is Hard to Find" (E. Green).

5. "Get Back" (Lennon/McCartney)/"Bad, Bad Leroy Brown" (Jim Croce)
6. "Dedicated to the One I Love" (Ralph Bass/Lowman Pauling)/"Mrs. Robinson" (Paul Simon)
7. "On the Street Where You Live" (Lerner and Loewe)/"I'm Gonna Wash That Man Right Outa My Hair" (Rodgers and Hammerstein)
8. "Where Have All the Flowers Gone?" (Pete Seeger)/"Send in the Clowns" (Stephen Sondheim)
9. "Hungry Heart" (Bruce Springsteen)/"Truckin'" (The Grateful Dead)

### The Party's (O V E R)

- |              |            |
|--------------|------------|
| 1. things    | 17. head   |
| 2. bad       | 18. hand   |
| 3. good      | 19. cheek  |
| 4. Dolly     | 20. cheek  |
| 5. weather   | 21. skin   |
| 6. Raindrops | 22. Tom    |
| 7. overcoat  | 23. Dooley |
| 8. cold      | 24. April  |
| 9. wave      | 25. autumn |
| 10. sunny    | 26. time   |
| 11. roses    | 27. Bill   |
| 12. Tonight  | 28. feets  |
| 13. tonight  | 29. Irene  |
| 14. Billy    | 30. rain   |
| 15. Joe      | 31. shine  |
| 16. Joe      |            |

### Famous Last Words

1. "London Bridge," Traditional
2. "Blue Suede Shoes," Carl Perkins
3. "Aquarius," James Rado/Gerome Ragni/Galt McDermot
4. "Get Me to the Church on Time," Lerner and Loewe
5. "Home Sweet Home," John Howard Payne/Sir Henry Bishop
6. "Bring Back My Bonnie to Me," Charles E. Pratt/H. J. Fuller

### Fascinating Rhythm

1. "The Birth of the Blues" (Henderson/De Sylva/Brown)
2. "Mr. Tambourine Man" (Bob Dylan)
3. "Boogie Woogie Bugle Boy" (Don Raye and Hughie Prince)
4. "Band on the Run" (Paul McCartney)
5. "Jailhouse Rock" (Elvis Presley)
6. "Alexander's Ragtime Band" (Irving Berlin)
7. "It's Only Rock 'n' Roll" (Mick Jagger/Keith Richards)
8. "The Beat Goes On" (Sonny Bono)
9. "American Tune" (Paul Simon)
10. "Boogie On Reggae Woman" (Stevie Wonder)

### Rock of Ages

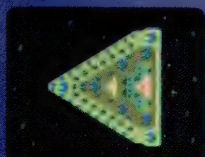
1. "Little Old Lady From Pasadena" (Jan and Dean)
2. "When I'm Sixty-Four" (Lennon/McCartney)
3. "Take Me Home, Country Roads" (John Denver, Bill Danoff, Taffy Nivert)
4. "It Ain't Necessarily So" (George & Ira Gershwin)
5. "September Song" (Kurt Weill and Maxwell Anderson)
6. "Old Folks at Home" (Stephen Foster)

With thanks to Billy Mernit, and to Raymond D. Love and Jack Lechner's *Ivy League Rock & Roll Quiz Book* (Delilah, \$4.95).





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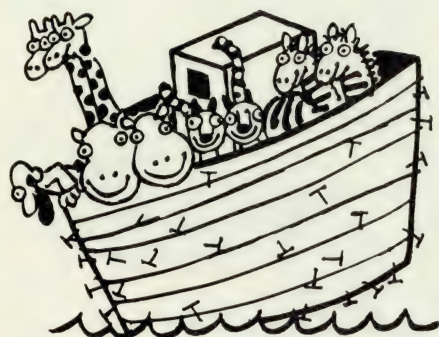


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# What's a Rusty Nail?



a) something Noah had plenty of.



b) a quill from a wet porcupine.



c) the delicious combination of equal parts of Drambuie and scotch over ice.

## WILD CARD ANSWERS

### Twin Cities, Etc.

- |                 |                  |
|-----------------|------------------|
| 1. Bermuda      | 9. Virginia      |
| 2. Mississippi  | 10. Wichita      |
| 3. London       | 11. Chicago      |
| 4. China        | 12. India        |
| 5. Texas        | 13. Philadelphia |
| 6. Minnesota    | 14. Manhattan    |
| 7. Georgia      | 15. California   |
| 8. Pennsylvania |                  |

### It All Adds Up

82524  
19722  
106  
102352

### Beetle-Mania

a. Believe it or not, *Wheels Inc.*, an executive newsletter, reports that only two were sold.

### Joiners

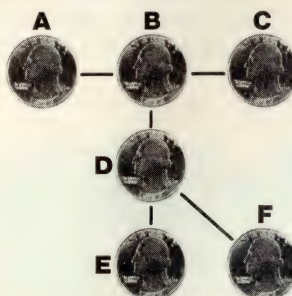
1. Jane Fonda; 2. Bela Lugosi; 3. Pablo Picasso; 4. Florenz Ziegfeld; 5. Dustin Hoffman; 6. Ringo Starr; 7. Luciano Pavarotti; 8. Nikita Krushchev; 9. Marlo Thomas; 10. Tennessee Williams; 11. Zero Mostel; 12. Farrah Fawcett; 13. Louis Armstrong; 14. Faye Dunaway; 15. Tiny Tim; 16. Angie Dickinson; 17. Maurice Chevalier; 18. Idi Amin; 19. Angela Lansbury; 20. Bette Davis.

### Sportsperson's Quiz

1. The New England Patriots  
2. The Chicago White Sox and the Boston Red Sox  
3. Badminton  
4. Water polo  
5. Let, net, set, and racquet

### Four by Four

Phil placed coin F directly on top of B, Will placed E on A, and Lil placed C on D.



### Polarities

*But We'd Ride Too If We Could:* hand, band, bond, fond, food, foot.

*Too Good To Be True:* soft, sort, sore, pore, pare, hare, hard.

*Metropolitan Life:* city, cite, mite, mate, fate, fare, farm.

### Mixed Nuts

He must mix 70 pounds of peanuts with 30 pounds of pistachios to make a 25 percent profit on 100 pounds of mixed nuts.

### On the Street Where Most Everybody Lives

4. Park

### Not Tonight, I Have a Headache

TYLENOL and LONELY.

### Moving Pictures

1. *The Silver Streak*; a passenger train  
2. *Star Trek: The Wrath of Khan*; the starship *Enterprise*  
3. *Airplane*; an airplane  
4. *Taxi Driver*; a taxi  
5. *Easy Rider*; motorcycles  
6. *The Love Bug*; a Volkswagen  
7. *Breaking Away*; a bicycle  
8. *The Taking of Pelham One Two Three*; a subway train  
9. *Show Boat*; a riverboat  
10. *The Poseidon Adventure*; an ocean liner

### Colorful Insults

The 57 colors are, in order of appearance: Beecham Bertrand; truss, etched; pewter; plume; Otto Chernitz; flashy; fabric, knit; his latest; over millions; miles and; neutral; eyebrow, naturally; saucer is empty; be. I get; utensil very; grub, you; Attaboy. Sterling; chap. Ricotta; crusty; stop already; a quart; burgundy; ginger; butcher, rye; all I lack; lobster; handle money; must ardor; getting old; senile; cop, perhaps; Lumpur, please; Oran. Get; mind, I got; stupidest anger in England; traffic; or, all; sleep in Korea; whit every; carp each; to live; screaming, ivory; Ravi! Ole! Too; gismo, keep; car, mine; reversal, mon; Stingray; Scabrous car! Let's; the crummy; get another; well-bred; game. Thy star; agree. Never; ephemeral. Days; Blue; Black; Yellowstone.

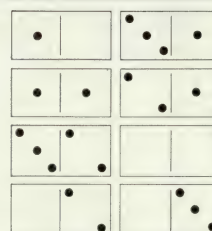
### 46 Anagraphics

The anagram pairs are:

- 1-11. CASTLE/CLEATS  
2-12. KISS/SKIS  
3-9. TOGA/GOAT  
4-15. PALM/LAMP  
5-10. HORNET/THRONE  
6-8. SKATE/STEAK  
7-13. EARTH/HEART

Picture 14, STATUE, can be anagrammed to spell ASTUTE.

### 43 Magic Dominoes





## 41 Cryptic Crossword

## ACROSS

- 1 Crabby (cabby + r)  
 4 Elephant (the Nepal)  
 10 Other (her to)  
 11 Estimable (aim let's be)  
 12 Earnest (enters a)  
 13 Pungent (pun gent)  
 14 Evens (seven)  
 15 Improper (imp roper)  
 19 Stranger (st. + ranger)  
 21 Blunt (bunt + l)  
 23 Comical (co. + claim)  
 26 Isolate (is + o + late)  
 27 Sectional (coastline)  
 28 Opium (o + up l'm)  
 29 Protégés (get prose)  
 30 Atoned (a + note + D)

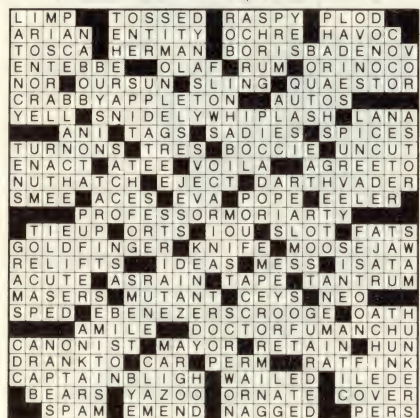
## DOWN

- 1 Closeted (close + Ted)  
 2 Abhorrent (bear north)  
 3 Borders (boarders)  
 5 Let up (pelt + U)  
 6 Pimento (p + on time)  
 7 Amble (gamble - g)  
 8 Treaty (eat + try)  
 9 Seething (see thing)  
 16 Particle (P + article)  
 17 Education (coed at UN I)  
 18 Streamed (tree dams)  
 20 Ascribe (a + scribe)  
 21 Blow out (bout + low)  
 22 Acts up (fACT sUPERbly)  
 24 Macho (mocha)  
 25 Lunge (plunge - p)

## 39 Horrors!



## 45 Ornery Cusses



## 59 Eyeball Benders

The objects are:

- A. Car ignition  
 B. Cup of coffee  
 C. Desk calendar  
 D. Shower head  
 E. Escalator  
 F. Alarm clock  
 G. Train  
 H. Image in mirror of a man shaving

The activity is going to work, and the correct order is F, D, H (the shower-caused steam on the mirror indicates our subject showered before shaving), B (the placemat, milk carton, and car keys show he had his coffee shortly before leaving home), A, G (he drove by car to the train station and took the train into town), E, C.

## 31 Connect-a-Word

1 WHITE	2 WATER	3 FALL	4 OVER	5 HEAD
6 HOT	7 BED	8 DOWN	9 TURN	10 ON
11 SPRING	12 TIME	13 TABLE	14 TOP	
15 BACK	16 BOARD	17 SETTING	18 OFF	
19 CROSS	20 WALK	21 FREE	22 HAND	
23 ROAD	24 WAY	25 SIDE	26 KICK	
27 BLOCK	28 OUT	29 STEP	30 IN	31 COMMON
32 PARTY	33 LINE	34 UP	35 TAKE	36 PLACE



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TO ORDER BY MAIL: Mail order ads that run in "The Gallery" do not carry coupons. Orders can be sent on a separate sheet to the supplier of the product or service.

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TO ADVERTISERS: All advertisements in "The Gallery" are black and white 1/9 page units. These units must be run in frequency multiples of 3X, 6X or 12X. Ad reservations and material are due the 10th day of the 3rd month prior to issue date. Copy and design services are available. For more details and to reserve your space call Joe Failla or Roy DeVries at *Games Magazine*, (212) 421-5984.

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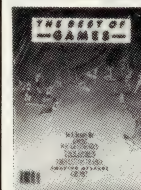
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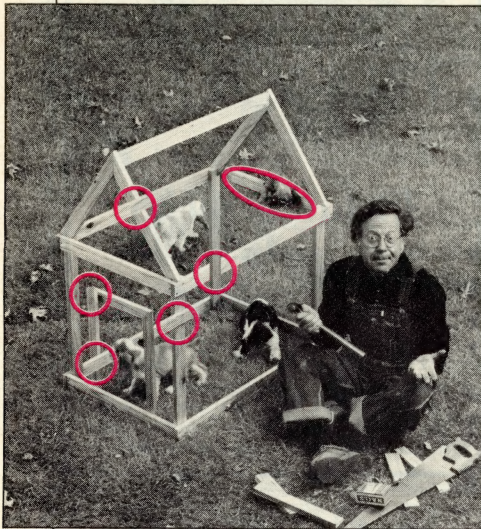
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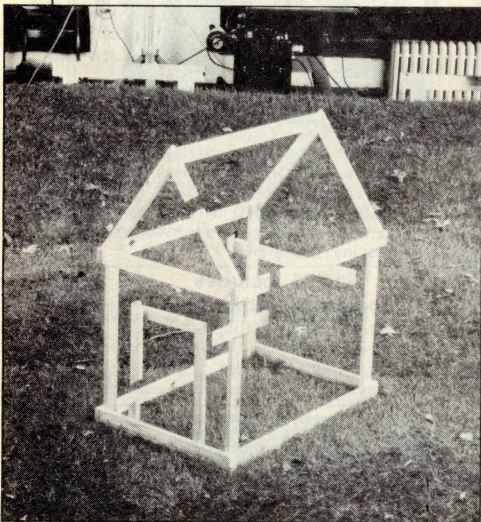


## Doghouse Cover

The six impossibilities are circled in the picture below.



Photographer Walter Wick built the doghouse—shown below from a more revealing perspective—with carefully placed gaps between some boards and carefully misplaced pieces elsewhere. The optical illusion snaps into place when the structure is photographed from one precise point of view—the one used to shoot the cover photo.



## Tiny Tales of Terror

Here's an odd assortment of treats from our Halloween grab bag. The only trick is that every one is absolutely true.

•On January 15, 1919, two million gallons of molasses broke the confines of its vat and surged down Boston's Foster Street in a wave more than 20 feet high. Nearly two dozen people were trapped and drowned in the sticky tide, and several buildings were snapped off their foundations.

•John Zisca, who had led an insurrection against Emperor Sigismund of Luxembourg, died in 1419. In accordance with his will, his skin was made into a drum.

•One day in 1823, Thomas Clements went fishing with a net on a riverbank in Jersey, England. He caught a little sole in the net and held it between his teeth while he reached for a knife to kill it. With a desperate wriggle, the fish flung

## 34 Brain Games

## Part 1

- |            |               |
|------------|---------------|
| 1. Daisy   | 6. Clover     |
| 2. Lotus   | 7. Iris       |
| 3. Lily    | 8. Peony      |
| 4. Petunia | 9. Pansy      |
| 5. Aster   | 10. Carnation |

## Part 2

- |             |             |
|-------------|-------------|
| 1. Flamingo | 5. Yourself |
| 2. Oblivion | 6. Moonwalk |
| 3. Burglary | 7. Spheroid |
| 4. Upheaval | 8. Ghoulish |

## Part 3

LION + TIGER

## Part 4

- |                 |                      |
|-----------------|----------------------|
| 1. Wand, wander | 6. Broth, brother    |
| 2. Limb, limber | 7. Bunk, bunker      |
| 3. Hung, hunger | 8. Cent, center      |
| 4. Butt, butter | 9. Buff, buffer      |
| 5. Corn, corner | 10. Should, shoulder |

## Part 5

SAW and WAS

## How Well Did You Score?

**100 points** Word genius. You have a razor-sharp mind and perform flawlessly under pressure. If only you could earn a living taking tests . . .

**86-99 points** Exceptional. You're equal to almost any challenge, and tight deadlines don't faze you. When the going gets tough, you rise to the occasion.

**70-85 points** Superior. You work quickly and well, and have a fine command of English. A little stress is no problem.

**50-69 points** Fair. You probably prefer a leisurely puzzle, and tension is something you can live without.

**0-49 points** Below par. You're probably more concerned with what words mean than how you can dissect and rearrange their letters. (P.S. This may be the only sane rating.)

## Fake Advertisement

The "Fake Ad" announced in the Table of Contents was for The Information Network Answering Service and appeared on page 13. Illustration by Enno Poersch.

## 33 It's a Dog's Life

- |                        |   |
|------------------------|---|
| 1. Dog tag             | 11. Dogfight                              |
| 2. Hot dog             | 12. Dog-eat-dog                           |
| 3. Dog-paddle          | 13. Shaggy-dog story                      |
| 4. Go to the dogs      | 14. Dog-eared                             |
| 5. Dog Day Afternoon   | 15. Let sleeping dogs lie                 |
| 6. "Hound Dog"         | 16. Dog days                              |
| 7. Underdog            | 17. "Doggone!"                            |
| 8. Dog Star            | 18. You can't teach an old dog new tricks |
| 9. Dog-tired           |   |
| 10. Rain cats and dogs |   |

## EUREKA

*Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete answer than one previously given in the Answer Drawer.*

★ **Life Is Just a Bowl of Trivia** (August, Gamebits, page 12). Who, we asked, were the six women to play the part of Dolly Levi in *Hello Dolly!* on Broadway? E. Richard McKinstry, of Kennett Square, PA, adds a seventh name: Phyllis Diller.

★ **Paperback Puzzlers** (August, page 24). Readers were asked to identify classic works of fiction by examining their partially obscured covers. A pair of highly observant collectors of paperback books, Linda and Bruce Cervon, of Los Angeles, CA, were able to correctly name the four covers that appeared as mere slivers in the background. They are *Lady Chatterley's Lover*, by D. H. Lawrence (only the words "The Great Novel That Shocked the World" were legible); *The Postman Always Rings Twice*, by James M. Cain (a small portion of two figures could be seen); *The Treasure of the Sierra Madre*, by B. Traven (deduced from copy touting Humphrey Bogart's role in the film); and *The Road to Bithynia*, by Frank G. Slaughter (the partially obscured name of the author could be seen).

★ **Indian Head** (August, page 30). Vivian S. Kaufman, of New York, NY, found a second occurrence of the word PIMA in our August word search, which was based on the names of Indian tribes. It begins at the P in APALACHEE, and proceeds straight down, to the last letter of KANSA.

★ **Caw-cophony** (Wild Cards, July, page 63). This quiz asked readers to identify the sounds that various animals make. Bill McCann, of Phoenix, AZ, with tongue firmly in cheek, claims that according to Edgar Allan Poe, a raven "quoths," while Lewis Carroll would say that an oyster "cries" ("The Walrus and the Carpenter"). And, a weasel—you guessed it—pops!

★ **Fairy Chess Maze** (Wild Cards, July, page 64). We challenged you chess-nuts to find your way across a numbered chessboard, moving alternately as a bishop and rook. Tom A. Adams, of Big Sandy, TX, wrote to tell us that our answer was not, as we had claimed, unique. He took a slightly different route—a8 - e4 - b4 - d6 - d2 - e1 - a1 - h8 - f8 - e7 - c7 - e5 - e4 - h1—in the same number of moves.

## COMING DISTRACTIONS


## NOVEMBER

**The Games 100** Just in time for the holidays, our annual selection of 100 games, hand-picked and played by the editors. And if you think it's better to receive than to give, enter the Games 100 contest for a chance to win them all.

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